NOVEMBER 1984
95p
Dm.6

COMPUTER & VIDEO GAMES

3rd Birthday Issue

MSXtra
WIN COMPUTERS AND SOFTWARE

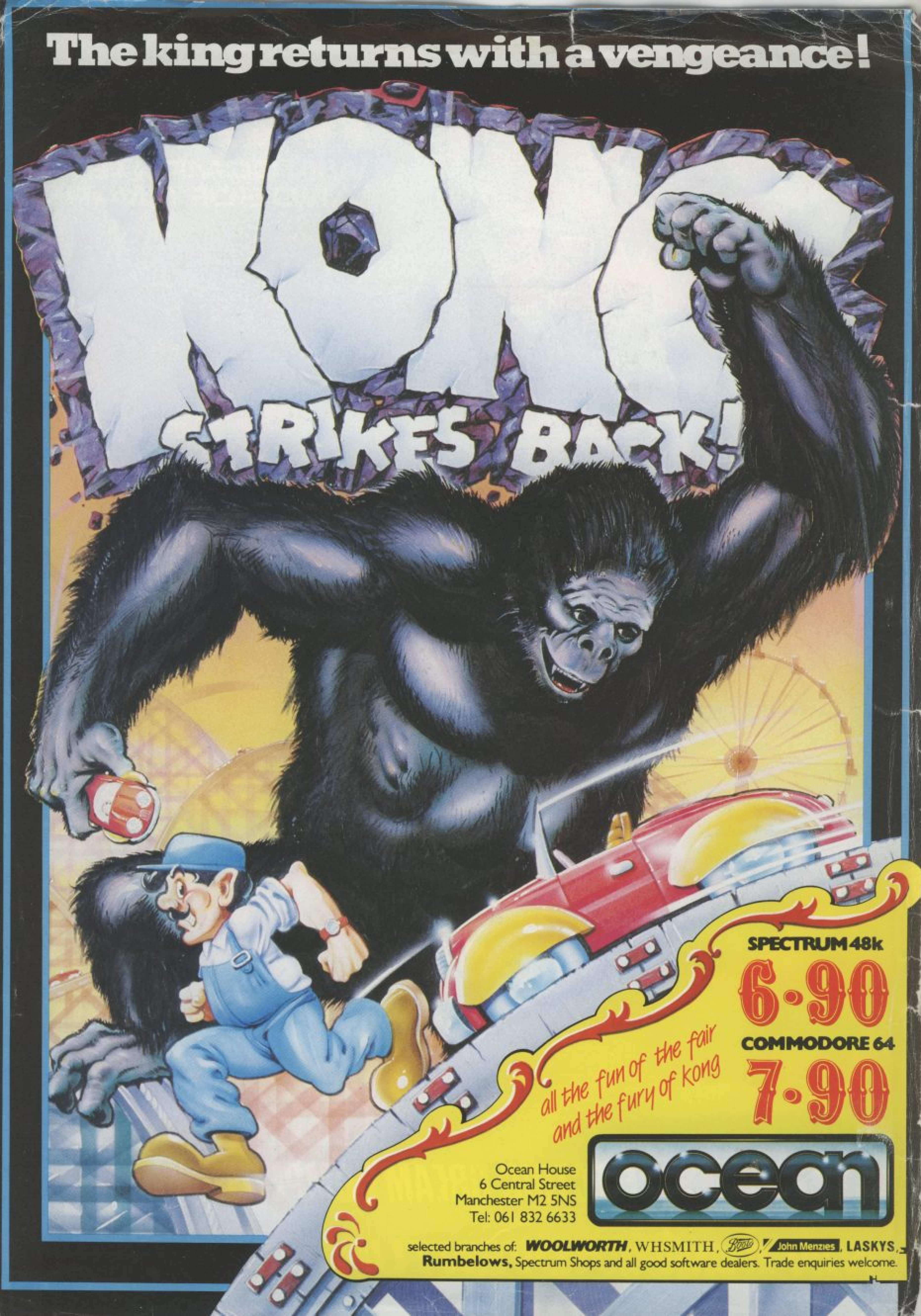


7 GREAT COMPETITIONS!

WIN THE BACKPACKER'S GUIDE TO THE UNIVERSE!

EXCLUSIVE ELECTRIC DREAM COMPETITION

WIN stranglers ADVENTURE GAME



The king returns with a vengeance!
KONG
STRIKES BACK!
all the fun of the fair
and the fury of kong
SPECTRUM 48k
6·90
COMMODORE 64
7·90
ocean
Ocean House
6 Central Street
Manchester M2 5NS
Tel: 061 832 6633
selected branches of: WOOLWORTH, WHSMITH, Boots, John Menzies, LASKYS,
Rumbelows, Spectrum Shops and all good software dealers. Trade enquiries welcome.

CONTENTS

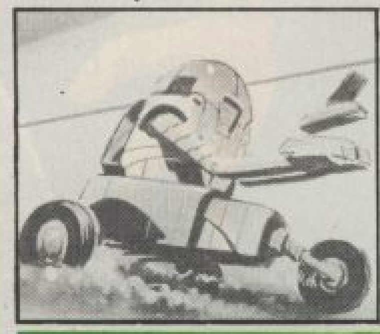
FEATURES







LISTINGS



NEWS AND REVIEWS



Birthday issue

Cover: Steiner Lund.

NEXT ISSUE ON SALE 16th NOVEMBER

Editor
Tim Metcalfe
Deputy Editor
Eugene Lacey
Editorial Assistant
Clare Edgeley
Staff Writers/Reader Services
Robert Schifreen
Seamus St. John
Art Editor
Linda Freeman
Designer
Lynda Skerry
Production Editor
Mary Morton
Advertisement Manager
Louise Matthews
Advertising Executives
Bernard Dugdale, Sean Brennan
Phil Godsell
Production Assistant
Melanie Paulo
Publisher
Rita Lewis
Editorial and Advertisement Offices:
Priory Court, 30-32 Farringdon Lane
London EC1R 3AU
Tel: 01-251 6222

COMPUTER & VIDEO GAMES POSTAL SUBSCRIPTION SERVICE. By using the special Postal Subscription Service, copies of COMPUTER & VIDEO GAMES can be mailed direct from our offices each month to any address throughout the world. All subscription applications should be sent for processing to COMPUTER & VIDEO GAMES (Subscription Department), Competition House, Farndon Road, Market Harborough, Leicestershire. All orders should include the appropriate remittance, made payable to COMPUTER & VIDEO GAMES. Annual subscription rates (12 issues): UK and Eire £14. Additional service information, including individual overseas airmail rates, available upon request. Circulation Department: EMAP National Publications. Published and distributed by EMAP National Publications Ltd.

Printed by Severn Valley Press. Typeset by In-Step Ltd.



Trollie Wallie
INTERCEPTOR SOFTWARE
ONLY £7.00 ON CASSETTE £9.00 ON DISK
SUITABLE FOR THE
commodore 64
INTERCEPTOR MICRO'S
LINDON HOUSE, THE GREEN, TADLEY, HAMPSHIRE
TELEPHONE (07356) 71145, 3711
AVAILABLE NOW
FROM ALL GOOD COMPUTER RETAILERS



GAME, SET, AND BRUCE?

Dear Sir,
In your September issue, you had the screenshot of *Bruce Lee* which was the August game of the month instead of *Matchpoint* for the Spectrum. Surely *Bruce Lee* doesn't look like Bjorn Borg?!
G. Kasapoglu
London.

Editor's reply: Thanks for your comment! No, he doesn't look like Bruce Lee and we don't think he resembles a trigger-happy sheriff either! We're thinking about making it a regular feature see last issue!

THE PIRATE COLLECTION . . .

Dear Sir,
I am sure that many computer gamesters like myself will agree when I say that the promise of £s worth of free software from friends has influenced many's decision to buy a computer. I personally would not have entered the world of games computing had piracy not secured a good games collection for me.

I just wish that the ever complaining software industry would stop moaning about us pirates. The fact is that piracy has lured a lot of people into computing and created a lot of new customers.

In reply to Mr Boyer's call for a Top Ten table of abnormally abysmal games (C&VG August), I have made up a top three for the Electron:
(1) *Kamikazi:* A&F
(2) *Pharaoh's Tomb:* A&F
(3) *Escape From Moonbase Alpha:* Program Power

In all fairness to A&F though, their *Chuckie Egg* probably rates in my top three abnormally addictive games.

Finally, how about more reviews, I can't get enough of them. So much software simply passes without mention that you are only really scratching the surface.

A page each for all the popular micros would give a more comprehensive sample and the need for an abnormally abysmal chart would disappear.
Andrew Sinclair,
Morpeth,
Northumberland.

FRAK FAN HITS OUT!

Dear Sir,
I would like to enter my highest score for *Frak* into your high score table. I scored 94,450 (FHV).

You classed *Frak* as the game of the month so I read the review with great interest, but was rather disappointed and I thought it to be poor.

There was no mention of the game turning upside down after the first three screens, or of it going into black and white after six screens.

Surely the reviewer must have run out of time, as there was no mention of the background turning black or the whole screen flashing depending on how far you have got with the game.

The screens were much more interesting than the reviewer made out, with the ledges on the first screen spelling out *Frak!*
Alison Matsell
Lincoln

Editor's reply: Sorry about that, Alison. The reviewer responsible has been banished from the computer room — until he makes the tea . . .

SMOOTH OLD COMMODORE

Dear Sir,
I own a CBM 64 and I'm having trouble in the area of smooth scrolling for a car racing game. Could you please send me some information on this subject?
Geoffrey Carew
Dublin
Ireland

Editors reply: BASIC scrolling is too slow, therefore a machine code routine should be incorporated into the basic program, using RASTER INTERRUPTS which produce very smooth scrolling. Such a routine was published in *Commodore Computing International Vol. 2 No. 12,* available from Nick Hampshire Publications.

TIPS FOR ALL NASTY-BASHERS

Dear Sir,
I am writing to you not to complain but to congratulate you on a good job you have done making this mag.

Wouldn't it be a good idea if the competitions could all be put in one envelope for each competition? It would save the precious pennies we computer game lovers need to buy our games with. It's not much but every little helps!

I also have some tips for fellow nasty-bashers in *Ad Astra.* The stage in between each new level is separated by a small meteorite storm. If you position the starship about an eighth of the screen from the bottom, you are safe. The meteorites look as if they are going to hit you but they just skim the ship! One problem is that the ship moves so fast it is difficult to get in this position correctly without a lot of practice.
Mark Platts
Sheffield
S. Yorkshire

Editor's reply: The Great Robot who sorts out thousands of competition entries each month has decreed that they should be in separate envelopes, Mark. I think this is because he finds it difficult sitting on the floor for days at a time opening every envelope to retrieve the entries!

HOW COULD HE MISS US OUT!

Dear Sir,
I'm glad that, on the whole, Keith Campbell seemed to like my book, *The Adventurer's Notebook.* In my defence in not mentioning *C&VG* among the recommended reading, I would like to say that there were hardly any Adventure columns in any of the monthly magazines when I actually wrote the text, several months ago. Needless to say, I now read Keith's column every month!

It was a bit unfair of him to criticise the fact that I did recommend PCN without adding my bit about "modesty forbids me mentioning its author", as I'm the one who does the Adventure column about once a month in PCN (in fact it's going to be weekly from sometime in September.)

The recommendation about the book being genuinely loose-leaf with refill pages available is something we've considered.

The idea is to see how the book does and, if enough people are

Kokotoni Wilf

'Kokotoni Wilf' is an arcade adventure program whose undisguised intention is to steal the title of "best arcade adventure program bar non" from Jet Set Willy. Kokotoni Wilf must recover all of the pieces of the legendary Dragon Amulet (which has been scattered through time) for his master the great magician 'Ulrich'. Throughout the quest Wilf comes up against many dangers from huge Prehistoric Dinosaurs to hostile alien Robots, but the reward for recovering all of the pieces warrants the risk. The 48K program features a number of major advances over Jet Set Willy. The games designer, ELITE, stresses that each of the games 60 plus screens settings is genuinely high resolution as opposed to psuedo high-res and doesn't require a title to explain what you're looking at. The Sprite characters are of cartoon quality and exhibit their own unique personalities. Impressive claims. Jet Set Willy fans will no doubt feel both sceptical and intrigued. Now they can find out for themselves!

Available September 15th for-

Spectrum 48K	@ £5.95 (Cass.)
Commodore 64	@ £6.95 (Cass.)
....	@ £8.95 (Disc)

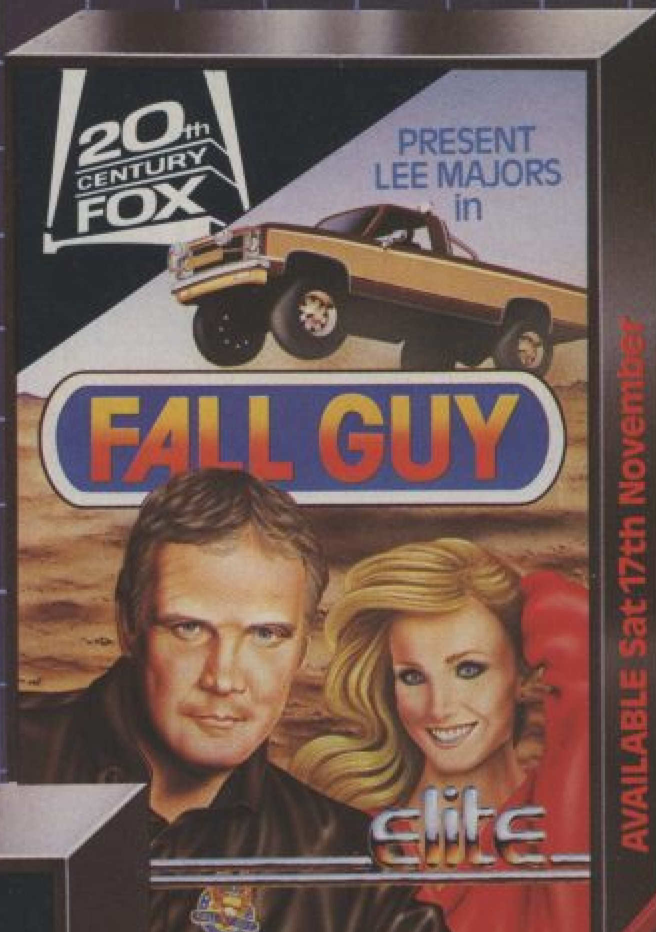
The Fall Guy

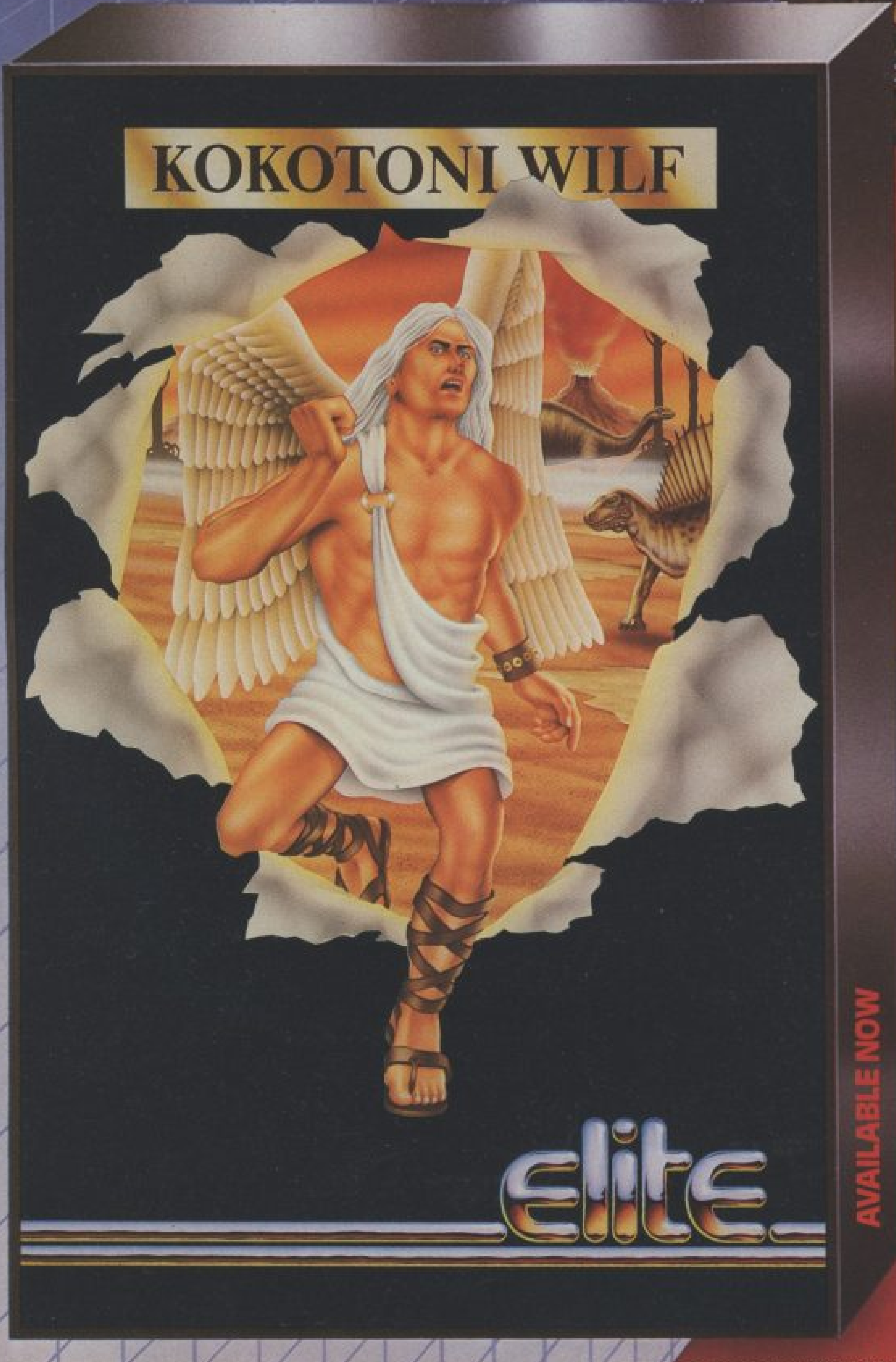
'Colt Seavers is a top Hollywood stuntman who uses the extraordinary skills he displays before the camera when moonlighting as a modern Bounty Hunter, who apprehends and brings in Bail Bond jumpers. Colt is ably assisted by his would-be manager Howie, his beautiful stunt girl protege, Jody, and Terri the lady from the Bail Bond Company, who hires Colt when he's not before the cameras.

The cast of characters is:

Colt Savers	LEE MAJORS
Jody Banks	HEATHER THOMAS
Howie Munson	DOUG BARR
Terri Micheals	MARKIE POST

Available November 17th



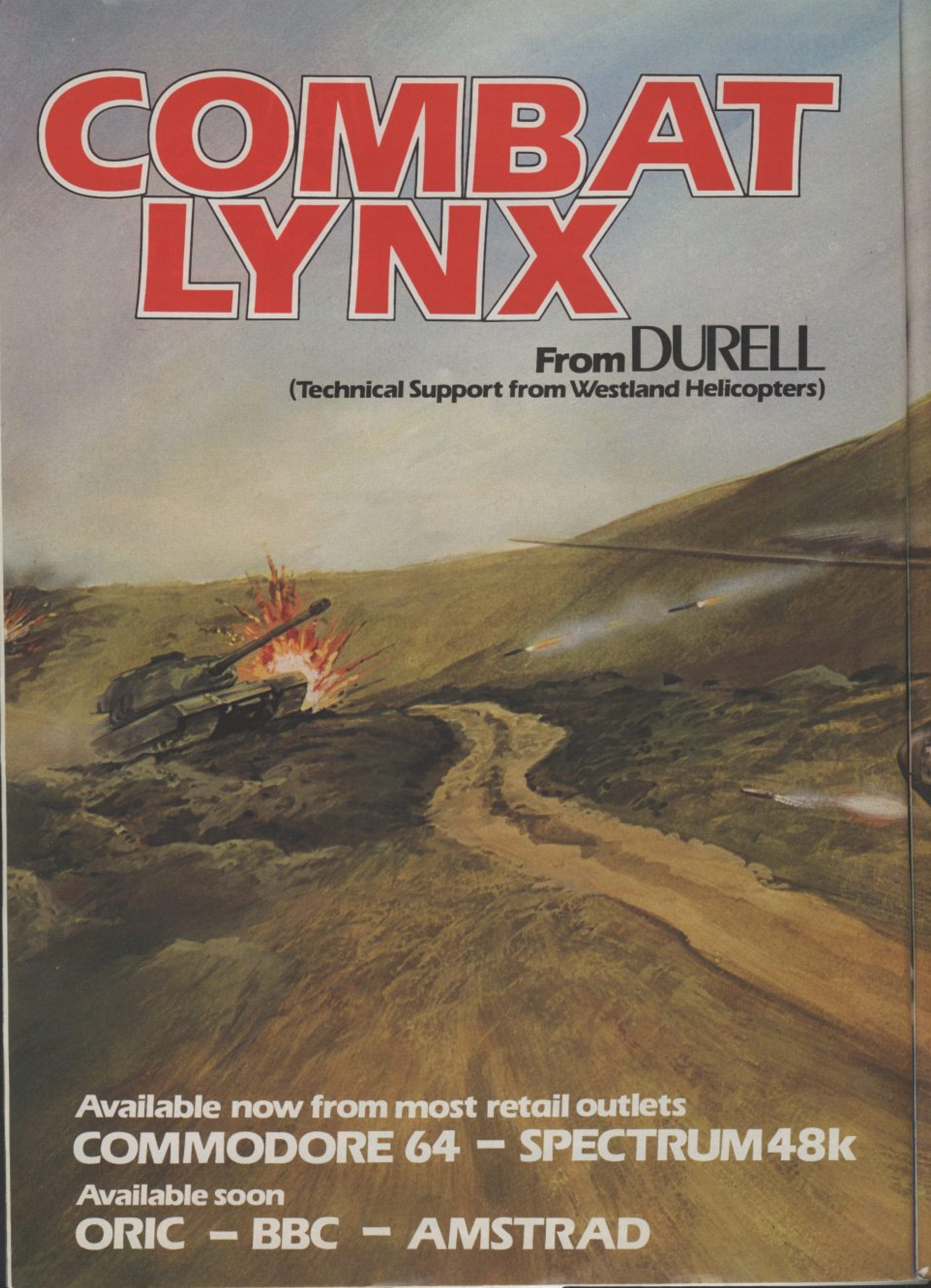


Every single 'ELITE' product carries the unique 'ELITE' Holographic Sticker. Make sure your copy does, its your guarantee of quality.

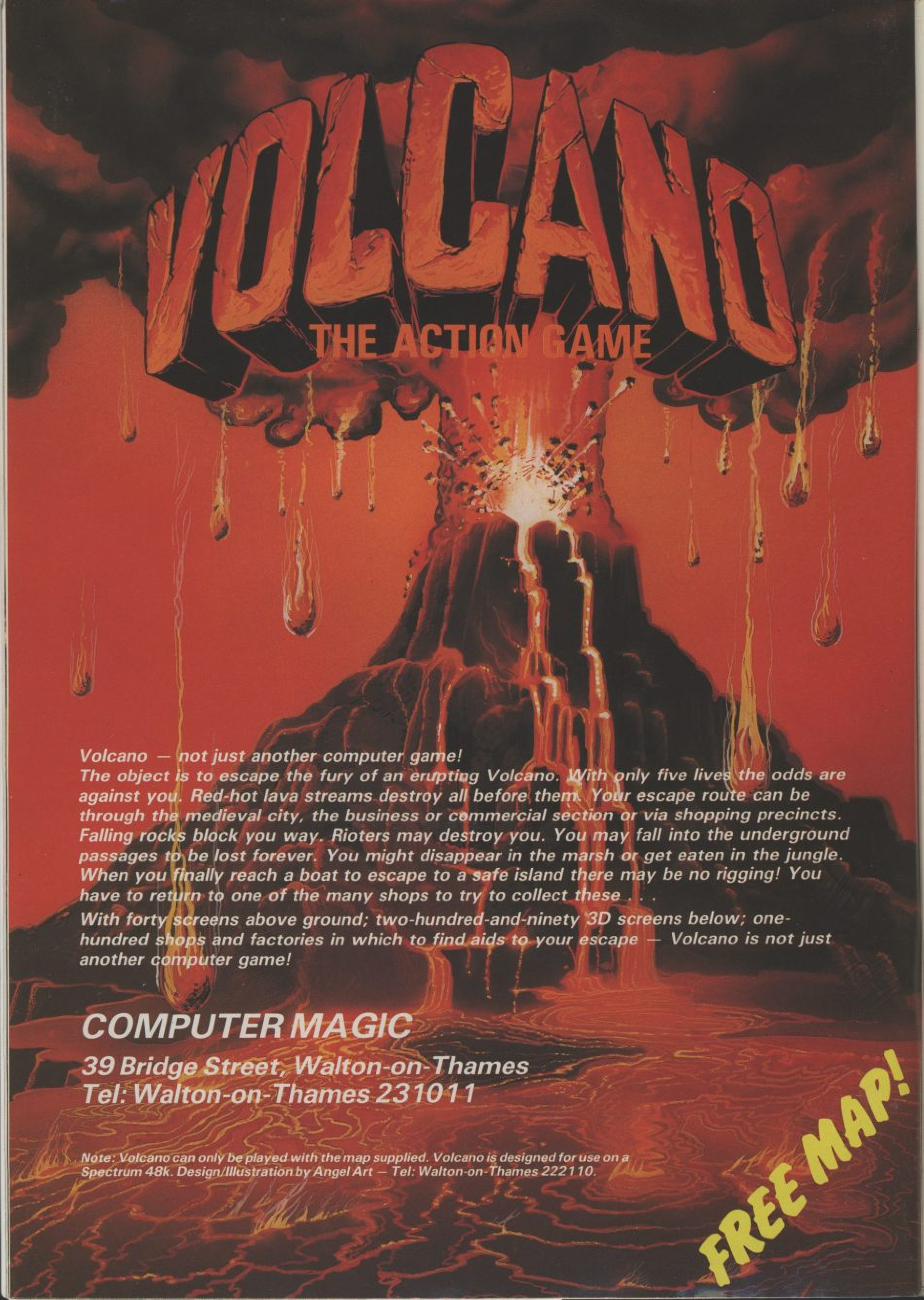
48K Spectrum
and Commodore 64

Mail Order: Just send a cheque or P.O. payable to 'ELITE' or quote your credit card no.

Elite Systems Ltd., 55 Bradford Street, Walsall, England WS1 3QD. Telephone (0922) 611215. Telex 335622 SPETEL G Attention: Elite


COMBAT
LYNX
From DURELL
(Technical Support from Westland Helicopters)
Available now from most retail outlets
COMMODORE 64 – SPECTRUM 48k
Available soon
ORIC – BBC – AMSTRAD


ARMY
DURELL sales dept., Castle Lodge,
Castle Green, Taunton, Somerset, TA1 4AB


VOLCANO
THE ACTION GAME
Volcano — not just another computer game!
The object is to escape the fury of an erupting Volcano. With only five lives the odds are against you. Red-hot lava streams destroy all before them. Your escape route can be through the medieval city, the business or commercial section or via shopping precincts. Falling rocks block you way. Rioters may destroy you. You may fall into the underground passages to be lost forever. You might disappear in the marsh or get eaten in the jungle. When you finally reach a boat to escape to a safe island there may be no rigging! You have to return to one of the many shops to try to collect these . . .
With forty screens above ground; two-hundred-and-ninety 3D screens below; one-hundred shops and factories in which to find aids to your escape — Volcano is not just another computer game!
COMPUTER MAGIC
39 Bridge Street, Walton-on-Thames
Tel: Walton-on-Thames 231011
Note: Volcano can only be played with the map supplied. Volcano is designed for use on a Spectrum 48k. Design/Illustration by Angel Art — Tel: Walton-on-Thames 222110.
FREE MAP!



interested, then something along those lines will be produced. I'm not sure what sort of reviews we'd have got for trying to sell a book of just maps!
Mike Gerrard
London N4

Editor's reply: *C&VG* has had an Adventure column since the first issue exactly three years ago — before there WERE any other regular Adventure columns, and before many of the magazines that now run them first appeared, Mike! I should have thought we stood out a mile from the rest!

TUNE IN FOR MORE COLOUR

Dear Sir,
I am the proud owner of a BBC micro and am very pleased with its marvellous capabilities. But one thing that concerns me is the lack of colours. Please could you give me some hints for perhaps another colour — such as orange or brown.
Mark Hanley
Leighton Buzzard
Bedfordshire

Editor's reply: You can't get any other colours out of the machine, but you can use some programming tricks to make it seem as though you can.

Set up a user defined graphic with a chequerboard pattern of pixels. Then set up another character with the same chequerboard pattern but with the white and black pixels reversed.

If you now print these two characters on top of each other and each in a different colour, the stripple effect will create some new colours. So try some experiments.

DIVING INTO THE TEXAS . . .

Dear Sir,
This letter is about *Sea Diver* by Nik Cain for the TI-99/4a in the September issue. I reckon I must have a different TI to Nik's!

I find that my TI has no £ sign! What's the world coming to — I hear you say. Please could you send me the correct version. Well, that's the bad news over. I would like to congratulate you for your continuing support of the heavily underrated Texas.
Philip Wakeman,
Rugby,
Warwickshire.

Editor's reply: Some printers use a £ sign instead of a #. The two are interchangeable. When you see a £ sign in a listing and if your computer doesn't have one, change it to a # — the program will then run.

SUPPORT THE OLD VIC!

Dear Sir,
After reading a very interesting letter in the August issue, I just had to write.

The first note of interest was Dilraj Aujla's letter about the Vic-20 being left out by greedy software houses. I heartily agree. Bug Byte are guilty of this but they aren't alone. How can they expect Vic owners to pay out good money for poor hacked-out games not worth the price of a blank cassette?

Rabbit and Imagine both started out by producing brilliant software for the micro (*Myriad* and *Arcadia,* for example) but the quality of games has quickly deteriorated to some of the worst I've ever seen (ie *Galactic Crossfire* and *Frantic.*) It's ridiculous for them to expect us to pay £5 or so each for them.

I expect 70% of Commodore owners have RAM packs and an awful lot can be done with this extra memory. Ultimate's superb *Jet Pac* is a prime example.

The next interesting letter was that of Alan Campbell's (August issue). To convert his program to run in 16k, change line 10 to:

```
10 POKE 36869,207
```

But before running the program, you must relocate the basic-start. Do this by typing:

```
POKE 642,32:SYS64824.
```

Paul Gill
Cheadle
Cheshire

THE CURSE OF CAMPBELL . . .

Dear Keith,
OK Campbell — it's finally worked! You knew what you were doing all those years ago when you introduced a column called Adventure. Many peole have tried to enslave the world — Hitler, Ghengis Khan, Maggie Thatcher — but your master plan was the best of the lot!

My God, how I look back and realise what a fool I've been. I used to be a sweet, innocent alien-zapper, but now I rue the day I first read your miserable column. How I got hooked I'll never know.

My whole world has collapsed into underground caverns and alien universes. You don't fool me though. I know what you're up to (hang on a minute — my parrot wants a cracker). You're trying to reduce us all to gibbering idiots, tearing our hair out, casting magic spells and breeding Rigelian Dia-Ice Hounds — AND IT'S WORKING! Who needs cruise missiles and nerve gas when you're around? Do you work for the Russians?

I curse you, Campbell. It's your fault I've been lost in underground Zorks, been driven insane by ghostly piano players and been killed time and time again. I've lost my job, my wife has left me and taken the kids (how the hell she found the way out I'll never know) and the sad thing is, I'm still hooked! Do you realise I haven't seen *Coronation Street* for three years? I didn't even know Ena Sharples was dead until I met her one day in Limbo.

And just when I thought I was getting back at you by solving *Adventureland, Pirate, Count, Gold Baton, Arrow of Death* (1 AND 2) and *Time Machine,* you conjured up reinforcements in the gruesome form of the dreaded Coppins beast!

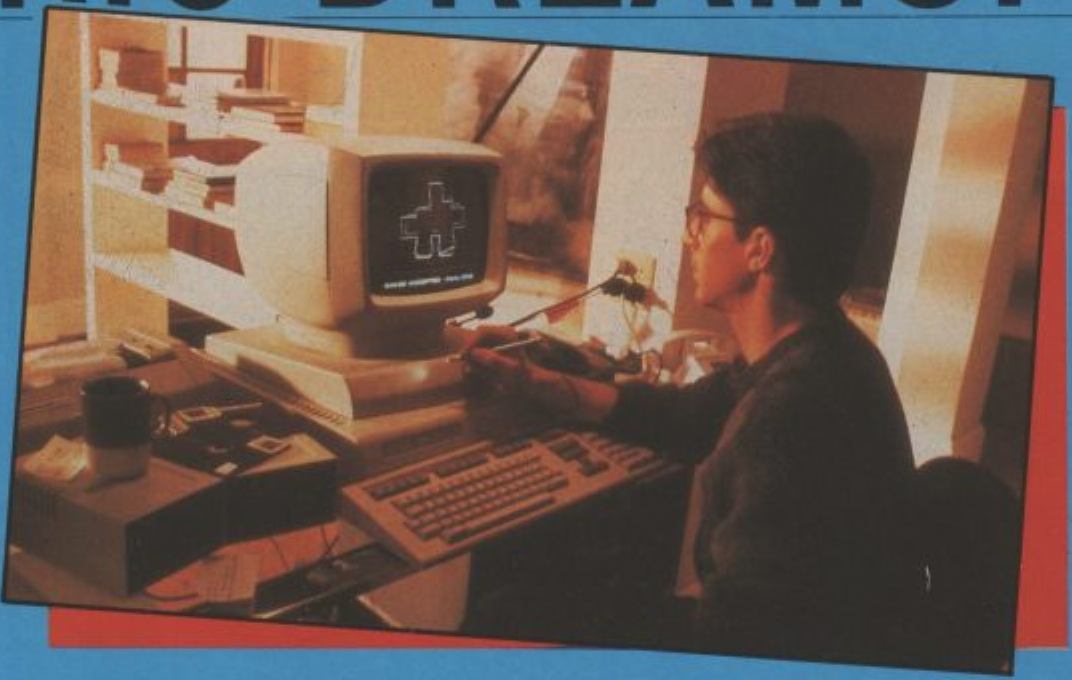
I realise now that I'm beaten. I'm on my last legs.

As I slowly sink into a mound of Valium, I say with my last breath — be a sweetie-pie and tell me how to open the chest in *Pyramid of Doom* without being killed by the poisoned needle in the lock, and where is the iron glove? Curse you Campbell!
Paul McRoy
Whitely Bay
Tyne and Wear

Keith Campbell replies: OK you addle-headed addict!

There is no poisoned needle in the chest — it's in the treasure coffer! Box clever to solve two problems in one — and there's a bonus in the punchline!

ELECTRIC DREAMS!



Electric Dreams is a modern fairytale about a computer who falls in love. Yes, computers have feelings too, you know!

The movie tells the story of Miles Harding, a young architect who has this burning ambition. He wants to invent an earthquake-proof brick. In order to help his quest for the perfect brick, Miles buys a computer — called Edgar.

Edgar not only helps Miles to develop his earthquake brick but also win the heart of the beautiful girl who lives upstairs. Edgar hears the girl, Madelaine, playing her cello — and begins to mimic the music. Madelaine thinks Miles is playing and eventually — yes, you guessed it — Miles and Madelaine get together.

But the third partner in this computerised triangle starts to get jealous — and things start to happen!

Electric Dreams will be released in London this month and will go on general release very soon. It has a great soundtrack — featuring *Culture Club*, *Heaven 17*, *Human League* and Jeff Lynne of *ELO*, among others.

And while you're waiting to see the film, why not enter our EXCLUSIVE *Electric Dreams* competition. It's open to Spectrum, BBC, Commodore 64 and Atari owners. Winners will receive a bumper bundle of goodies from our friends at Virgin — who, as well as making hit records and hit films, also bring out software and books about home computers.

We've got 15 *Electric Dream* packages each for Spectrum, Commodore 64, BBC and Atari owners. The packages will include an amazingly exclusive *Electric Dreams* digital watch, the soundtrack album of *Electric Dreams*, a Virgin computer book and a Virgin game for your micro. What more could you want!

Be the envy of your friends and enter the *C&VG*/Virgin Films *Electric Dreams* competition.

All you have to do is answer the questions below and mail the coupon to *Computer & Video Games*, *Electric Dreams* Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

THE QUESTIONS

1. *Electric Dreams* is set in an American city famous for earthquakes and a golden bridge. Name that city!
2. Earthquakes are measured in a very special way. What is the name of the scale used to judge the force of earthquakes?
3. A cello is a musical instrument — you all know that! But do you play it using: a) A keyboard b) A bow c) Drum sticks?

And now for the tie breaker! All you have to do is imagine that your computer has fallen in love with your girlfriend. We want you to compose a brief few lines to an agony aunt — like Marje Proops — asking for advice on how to cope with the situation. In not more than 50 words, mind!

COMPUTER & VIDEO GAMES/ELECTRIC DREAMS COMPETITION

BBC 32K

My answers are:

1. ....San..........................

2. ....

3. ....b........................

Dear Agony Aunt,
My computer has fallen in love with my girlfriend.........................

....

....

....

....

....

Name ....

Address ....

....

COMPETITION COMPETITION COMPET

Eureka!





10 CURRAH
MICROSPEECH PACKAGES TO BE WON

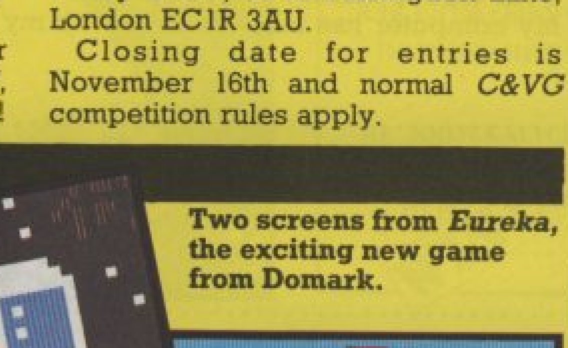
You can read all about the revolutionary new game *Eureka!* in our *Games News* pages this issue. It can't really be put into the existing games categories that magazines like *C&VG* like to use — but you could call it a graphic Adventure with arcade elements thrown in. And you could win £25,000 if you solve the many riddles and puzzles it sets!

Computer & Video Games, together with **Domark** publishers of *Eureka!*, are proud to present our great Eureka! competition. Ten readers who solve the *Eureka!* quiz below will receive a Currah Microspeech/Microslot package.

All you have to do is answer the five questions based on *Eureka!* Fill in the coupon and set it to *Computer & Video Games Eureka!* Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Closing date for entries is November 16th and normal *C&VG* competition rules apply.





Two screens from *Eureka*, the exciting new game from Domark.

THE QUESTIONS

1. Name four dinosaurs — you know, those giant beasts who roamed the earth millions of years before man appeared.
2. What was Nero, the Roman Emperor, doing while Rome burned?
3. Name four knights who sat at King Arthur's legendary Round Table.
4. Name the Englishman who became famous for his escapes from Colditz — the escape-proof German prison — during the Second World War.
5. In the periodic table, what is the formula for Uranium and what is its half-life.

COMPUTER & VIDEO GAMES/
EUREKA! COMPETITION

My answers are:

1..

....

2..

3..

....

4..

5..

Tie Breaker: What is the most important thing YOU look for in a computer game. (In no more than 20 words)..

....

....

....

....

....

Computer you own:

Spectrum (tick box) ☐ Commodore 64 ☐

Name..

Address..

....

....

....

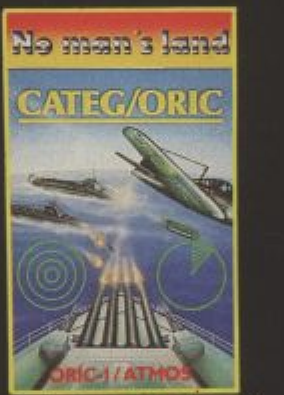
TION COMPETITION COMPETITION CO

No man's land

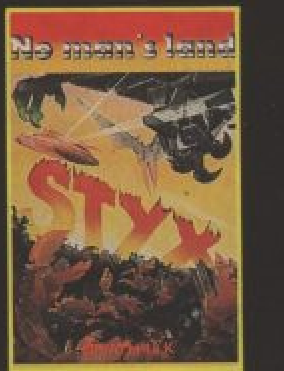
ORIC/ATMOS

ORIC/ATMOS

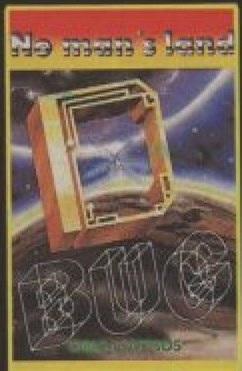
OTHER TITLES FOR CBM64/V20 SPECTRUM ZX81 AVAILABLE ON REQUEST



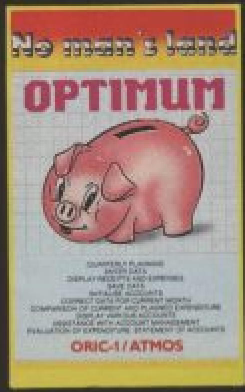
0503 CATEG-ORIC (action game). Take command of a cruiser engaged in battle against fighter planes and submarines. Use the radar and sonar systems to detect and destroy the enemy before you are sunk. £ 7.95



0540 STYX (arcade). Destroy the castles of the Dark One which guard the river Styx. Struggle against vultures, the eyes of the devil and his minions to vanquish evil. £ 8.50



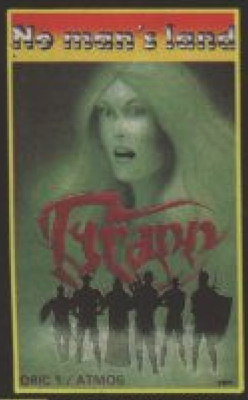
0494 DBUG (utility). A monitor/debugger to debug your programmes in machine code: position of internal registers, set breakpoints, step through programmes. £ 11.95



0496 OPTIMUM (home). Manage up to 4 different accounts, keep track of expenditure and compare with your monthly or yearly budget. Just what you need to keep the household accounts in order. £ 9.95



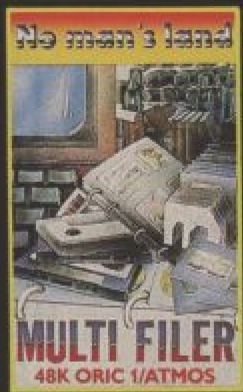
0495 FIRE FLASH (arcade). Prevent the aliens from sabotaging the fuel depot and avoid enemy fire by passing into hyper space. An attractive and challenging arcade game in 100% machine code. £ 8.50



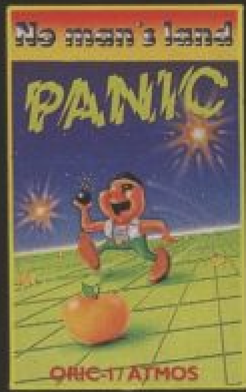
0526 TYRANN (adventure). Can you find your way through the labyrinth and liberate Queen Tyrann from her torment? A first-class adventure game with text and graphics. £ 8.95



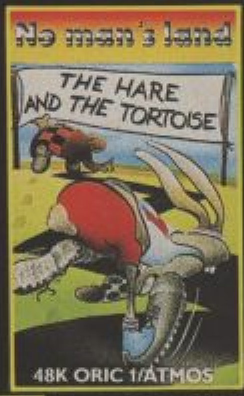
0514 THE DIABOLICAL TOWER (adventure). The Diabolical Tower has 60 floors, each one fraught with danger. Your mission is to seek out the treasure. £ 8.50



0510 MULTIFILER (business). A powerful programme for creating files. Choose your own criteria adapted to your requirements. Rapid sort and search features in machine code and possibility of memorising over 30000 characters. Extremely simple to use. £ 14.95



0463 PANIC (action). Catch the marauding apples by setting traps. 6 levels. £ 6.95



0515 THE HARE AND THE TORTOISE (education). A game for 3-8 year olds to teach the notions of right, left, up, down and counting. The hare and the tortoise decide to race. Who will win? The level of difficulty is adjustable to the child's ability. £ 8.50

HARD communication

OTHER ORIC/ATMOS TITLES

0497 ADDRESS BOOK	£ 9.95
0498 BANK ACCOUNT	£ 12.50
0499 BASIC PLUS	£ 9.95
0502 COMPUTER ASSISTED DESIGN	£ 8.50
0504 CHARACTER GENERATOR	£ 8.50
0465 CONCOURS HIPPIQUE	£ 5.95
0464 CW MORSE	£ 14.95
0506 FINANCIAL CALCULATOR	£ 9.95
0507 INVOICING	£ 14.95
0508 LEARNING FORTH	£ 16.95
0509 LIBRARY CATALOG	£ 9.95
0511 SCREEN KIT	£ 9.95
0513 SUPERCOPY	£ 9.95

RETAILERS CONTACT:

CentreSoft

PCS DISTRIBUTION LIMITED

OR ASK YOUR DISTRIBUTOR TO CONTACT US

DISTRIBUTORS AND OVERSEAS ENQUIRIES CONTACT:

JANET PELTON, INNELEC-NO MAN'S LAND 110 BIS RUE DU GAL LECLERC 93506 PANTIN CEDEX FRANCE TEL.: 33-1-840.24.31.

MAIL ORDER:

POST COUPON TO HIGH TECH UNITS 1 & 2 CONLON DEVELOPMENTS WATERY LANE DARWEN LANCASHIRE

PRICES INCLUDE POSTAGE AND PACKING FOR UK ONLY OVERSEAS ADD £2.

REF	TITLE	QTY	TOTAL PRICE

PO/CHEQUE ENCLOSED OR DEBIT ACCESS/VISA

IF CARD EXPIRY DATE:

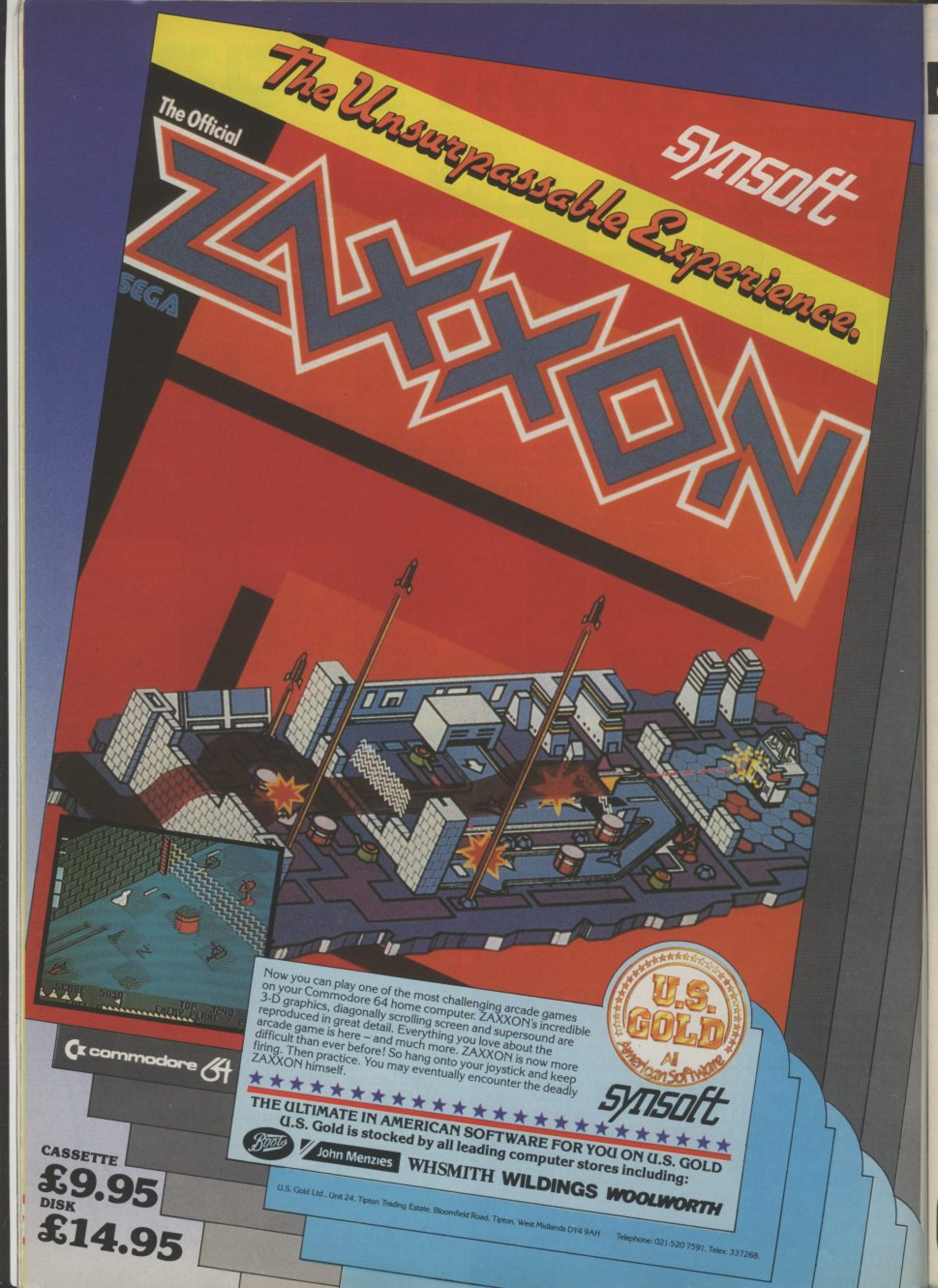
IMPORTANT: All cheques or cards payable to NO MAN'S LAND and sent to High Tech

NAME

ADRESS

POSTCODE

CVG



The Unsurpassable Experience.
synsoft
The Official
ZAXXON
SEGA
Now you can play one of the most challenging arcade games on your Commodore 64 home computer. ZAXXON's incredible 3-D graphics, diagonally scrolling screen and supersound are reproduced in great detail. Everything you love about the arcade game is here – and much more. ZAXXON is now more difficult than ever before! So hang onto your joystick and keep firing. Then practice. You may eventually encounter the deadly ZAXXON himself.
U.S. GOLD
All American Software
synsoft
commodore 64
THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD
U.S. Gold is stocked by all leading computer stores including:
Boots
John Menzies
WHSMITH WILDINGS WOOLWORTH
CASSETTE
£9.95
DISK
£14.95
U.S. Gold Ltd., Unit 24, Tipton Trading Estate, Bloomfield Road, Tipton, West Midlands DY4 9AH
Telephone: 021-520 7591. Telex: 337268.

COMPETITION COMPETITION

HERCULES — WITH A DIFFERENCE!

Hercules was the original incredible Hulk. He was so tough he could eat an entire box of Shredded Wheat at one sitting! Now this mythical hero is the star of his own computer game — called *Hercules* for the Commodore 64. We've got no less than 50 of these games to give away to readers who solve our Hercules puzzle.

If you want to know what the game is all about, just check on your back copies of *C&VG* where we gave the game the thumbs up a couple of issues ago.

All we're asking you to do is spot the differences in the two pictures of old Herc. on this page. Then, ring the differences with a ball point pen, fill in the coupon and mail it off, together with the pictures to *Computer & Video Games*, Hercules Competition, Priory Court 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is November 16th and normal *Computer & Video Games* rules apply. Remember the game only runs on the 64!

***Hercules* comes from a new software house called Interdisc. Watch for reviews of their stunning new games in next month's *C&VG*.**





Name ....

Address ....

....

....

....

....

HACKING AWAY AT SYSTEM 15000

Hacking is a murky business. Lots of bleary eyed computer freaks hunched over their machines attempting to crack codes and break into highly sensitive computer systems. One hacker in the USA actually managed to get into the American defence system using his trusty Commodore 64!

But now there is an easy way to hack — thanks to *System 15000*. All the joys of puzzling your way through telephone numbers and security codes without the fear of some American footballer-sized men in suits coming knocking at your door in the middle of the night.

System 15000 is *the* game for would-be hackers. We reviewed it in last month's *C&VG* if you want to read just how good it is. The idea of the game is to find your way through a maze of computer systems, break into a bank's computer and transfer $1.5 million dollars into your account.

We've got 20 copies of *System 15000* from Craig Communications to give away — 10 for the Spectrum and 10 for the Commodore 64.

All you have to do to win one is answer the questions below, fill in the coupon and mail it to *Computer & Video Games*, System 15000 Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is November 16th and normal *C&VG* competition rules apply.

BUT THAT'S NOT ALL: The 20 winners of the *System 15000* competition will also qualify to enter another competition, based on *System 15000*, with five mini-modems as prizes. Two prizes for the price of one magazine! Watch out for further details in December's issue of *C&VG*.

THE QUESTIONS

1. In the film *War Games*, in which a young American hacker breaks into the US nuclear defence system, the computer plays a game which convinces it that no-one can win a nuclear war. It's a very familiar game to anyone who goes on long train journeys with only a piece of paper and a pencil for entertainment!
2. In the TV series *Whizz Kids*, all about hackers, what is the name of Richie's computer which he used to break into other computers through the phone system?
3. In *System 15000*, one of the computer systems you have to crack is the Manhattan Bank. What would a 20-minute telephone call to Manhattan from London cost in dollars — to the nearest 50 cents?

Finally, we want you to tell us, in no more than 25 words, what is the first thing you would do with your modem should you win one?

C&VG – CRAIG COMMUNICATIONS SYSTEM 15000 COMPETITION

My answers are:

1 ....

2 ....

3 ....

If I had a modem the first thing I would do is ....

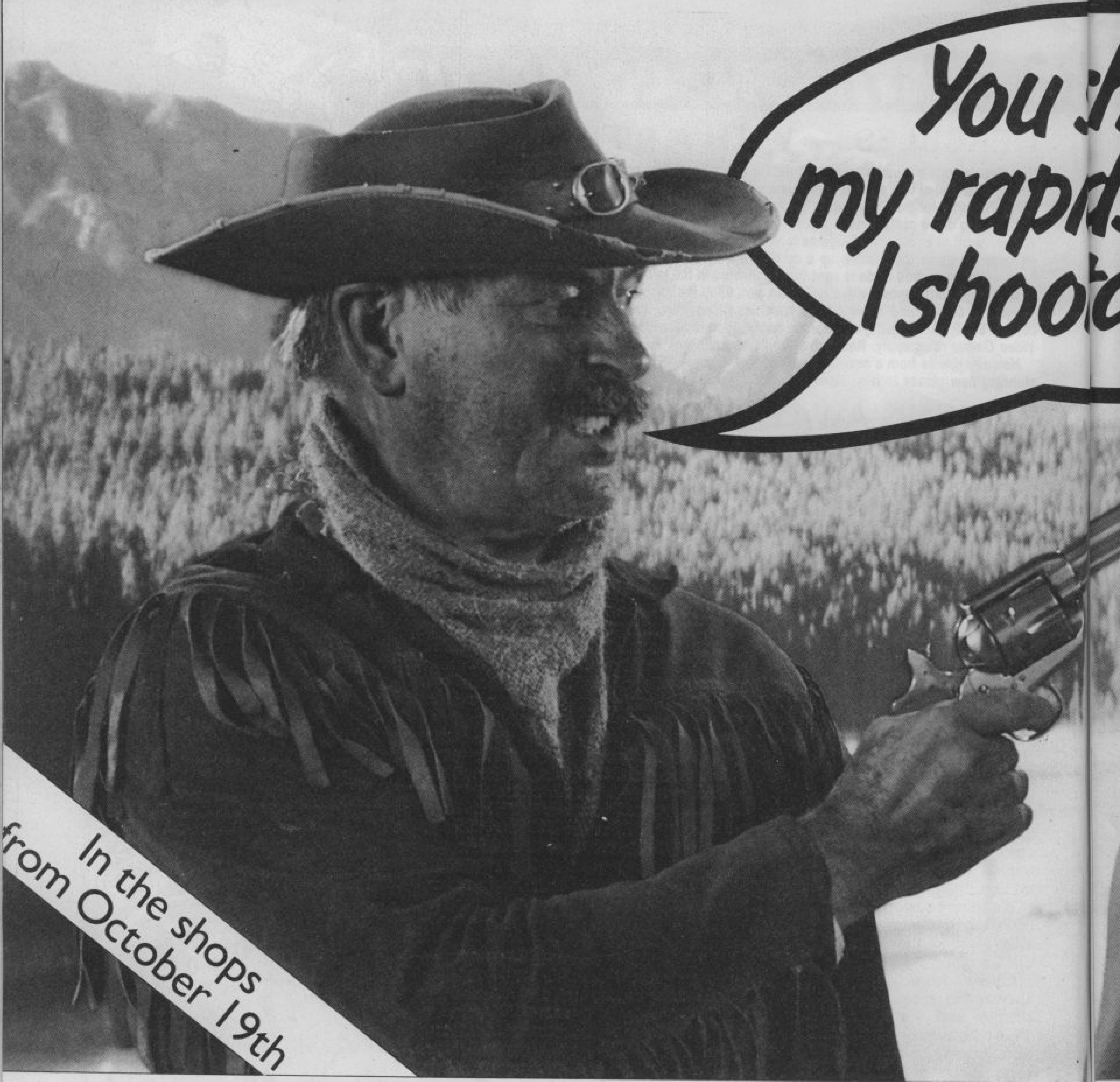
....

....

Name ....

Address ....

COMPETITION COMPETITION



CLIFF HANGER

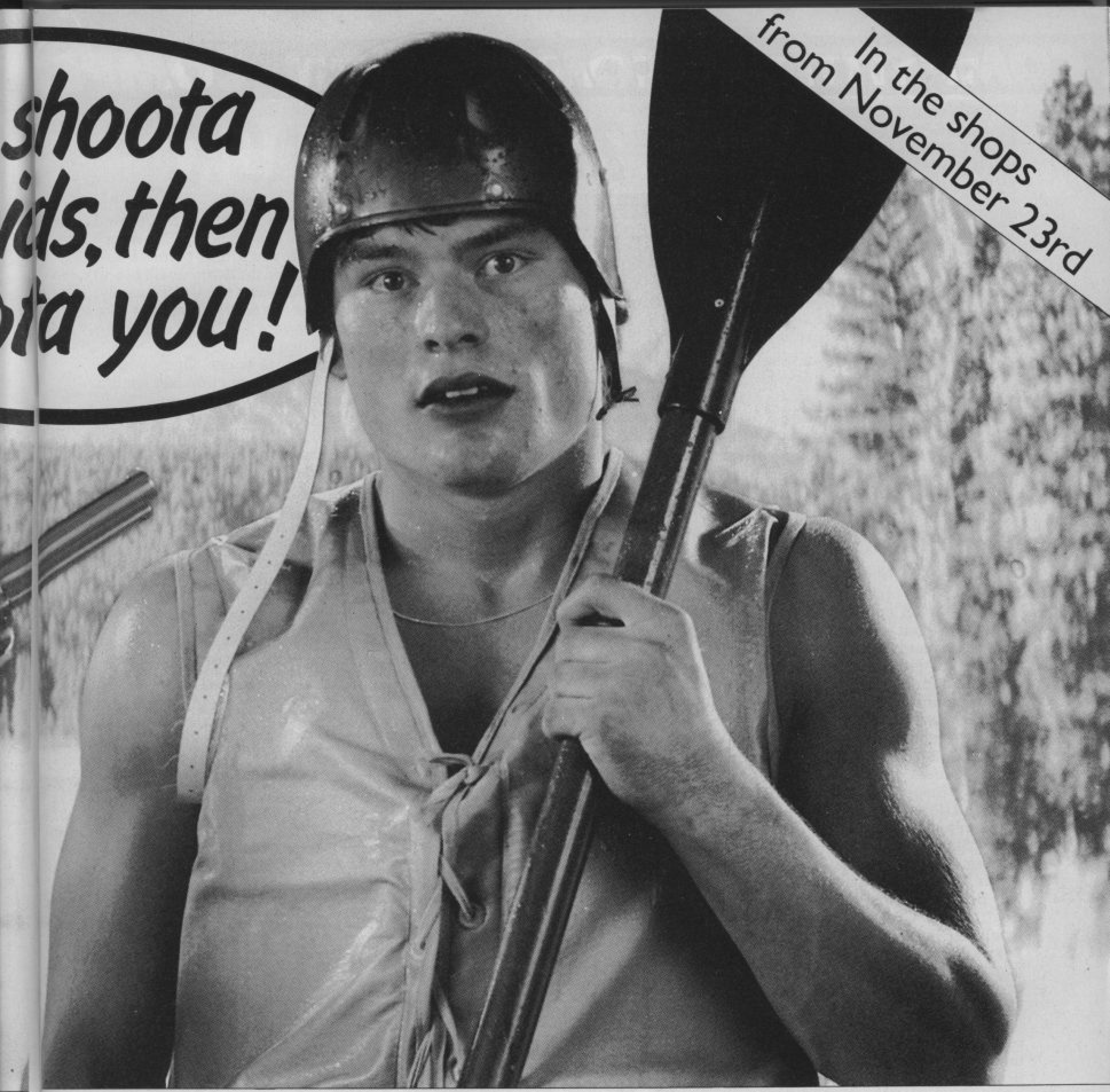
AUTHOR – JAMES DAY   ORIGINAL MUSIC – BRIAN DOE

Thrill to the cartoon style action of Cliff Hanger, a really original, Wild West game. As Cliff the hero, you've got to stop the bandito shooting up the canyon. But with its own brand of wacky cartoon action fun, things simply aren't as they seem in Cliff Hanger. For a start, the boulder you throw at the ol' bandito may just come bouncing back at you.

Cliff Hanger incorporates all the elements that have made New Generation games best sellers for the Spectrum, such as original ideas, superb graphics and hilarious happenings – but now it's available first for the Commodore 64.

Featuring 50 separate screens, three levels of difficulty, one or two players scoring, Hall of fame and joystick compatibility or user defined keys, Cliff Hanger is set to be **THE** Commodore games playing sensation. Available from any good software store for just **£7.95.**

Selected titles of New Generation Software are available from your local computer store and larger branches of: John Menzies WHSMITH Boots WOOLWORTH spectrum



Shoot the Rapids

AUTHOR – PAUL BUNN

Ever wondered what it would be like to face the fierce white water in a top class canoeist slalom run? Well wonder no more because you can enjoy the fast action thrill of competitive canoeing from the comfort of your own armchair with Shoot the Rapids.

It's a game that involves real skill because you must move your joystick to simulate paddling action. You must get through the gates of the slalom course in the fastest time possible, while avoiding the river bank and rocks. There are also extra hazards like rogue speed boats and interfering beavers to worry about.

This multi level game features increasingly difficult river courses with superb graphics and smooth scrolling along the river. Qualifying times have to be reached to move onto the next course.

With Hall of Fame, one or two player scoring and joystick compatibility, Shoot the Rapids is probably the best sports action simulation game devised to date. Available from any good software store for just **£7.95.**

New Generation Software

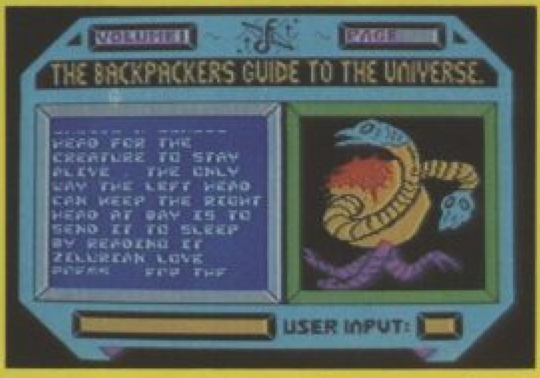
NEW GENERATION SOFTWARE
FREEPOST Bath BA2 4TD
Tel: 0225 316924

GSH

New Generation products are sold according to their terms of trade and conditions of sale.

ZIGGY'S BACK!

Want to win a day out at your favourite theme park or, a copy of Part Two of the highly original *Backpacker's Guide to the Universe* game from Fantasy Software? You do. Then read on! All we want you to do is help Ziggy, hero of the *Backpacker's* game, succeed in a very dangerous and highly important mission. The scenario is detailed below. Three first prize winners will get a day out at one of the several theme/ adventure parks dotted around the country. And yes, you can take a friend with you! 20 runners up will receive a copy of Part Two of the *Backpacker's Guide to the Universe,* called *Enigma Zone* — soon to be released by Fantasy Software. Just read the story below and all will be revealed.



Time War is an ugly thing. People and planets — even entire galaxies — disappear without trace into the void. And someone is waging a time war against the federated planets. Intelligence reports say that the evil genius behind the war is none other than the mysterious Cyril Cornelius — one time chief administrator of the federation's experimental weapon research team.

He was disgraced after a mysterious accident destroyed half of the federation's capital planet and he fled into exile. Since then no-one has heard from or seen him — until now.

Our hero with the backpack, Ziggy, has been charged with the task of destroying Cornelius' time-warp machine. But he can't do it alone. Before setting out on this dangerous mission, Ziggy must choose some companions to assist him. More of that later!

Latest intelligence from the outer reaches of the spiral arm say that the time-warp machine has been tracked down to a vast fortress high in a mountain range on a primitive planet somewhere on the edge of the explored regions.

The planet is inhabited by a fierce but primitive tribe of barbarian warriors known to hate intruders. The mountain range consists of tall peaks made from some strangle glass-like substance.

The fortress itself is a huge maze constructed by Cornelius simply to protect his time-warp machine.

Its corridors are full of booby traps and security systems. Robot guards patrol around the clock and are controlled from a fortified room deep in the heart of the fortress. The robots only respond to the sound of Cornelius' voice.

The time warp machine is situated in an underground cavern beneath the fortress. An air attack is out of the question as Cornelius has developed a sophisticated air-defence system.

The only chance is a surprise attack by a small band of experts. That's where Ziggy comes in. He has to select a team suitable for the task — but he really needs some advice. And that's where *you* come in. Elsewhere on this page you'll find pictures and descriptions of the team available to Ziggy for this mission. Unfortunately, the craft he has to use can only take four passengers — Ziggy and three others.

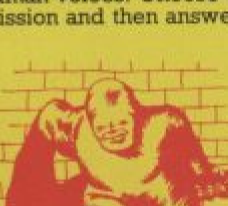
The choice is yours. Once you've made it, fill in the coupon and send it to *Computer & Video Games,* Backpackers Competition, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is November 16th — and normal *C&VG* competition rules apply.

Here at mission control we'll decide just which of the five agents will help Ziggy most on his mission — if you make the same choice, then you could be in line for one of the top prizes. Details below.

THE TEAM



Nanoc the Barbarian: An extremely strong, but not very intelligent, barbarian warrior from the planet Roc 7. He is fearless in battle and has been known to tackle robots with his bare hands! **Zak the Android:** A highly intelligent bionic creation from the Machine Planet's bio-labs. Following an accident at birth, Zak has the power to become invisible and alter his metabolism which enables him to pass through solid objects — like walls. **The Lizard:** He, she, or it — no one really knows — is the last surviving member of a race of highly developed alien reptiles. The Lizard has the ability to climb smooth, almost vertical surfaces with ease and is deadly in battle. He can spit a stream of acid-like venom which has been known to destroy some forms of metal. Medium intelligence. **Fortune Hunter:** Harry Woolfe is a space mercenary and pirate with a heart of gold — and a bank balance to match. He is a weapons expert and extremely unscrupulous. He is an ace safebreaker and master of alarm systems. **Radley the Robot:** A type 305 battle robot modified by its la^t owner — now deceased — to include a megabrain. With its fc.midable array of weapons and armoured skin, the robot's new brain makes it a tough customer. Radley is logical and completely without emotion. His one quirk is the ability to mimic human voices. Choose three of this wild bunch to help Ziggy on his mission and then answer the tie-breaker. What could be easier.





COMPUTER & VIDEO GAMES/ FANTASY SOFTWARE COMPETITION

My choice of a hit squad is:	NAME............
1............	ADDRESS............
2............	....
3............	....

If I could fit one more character into the spacecraft, I would take (in not more than 20 words)

....

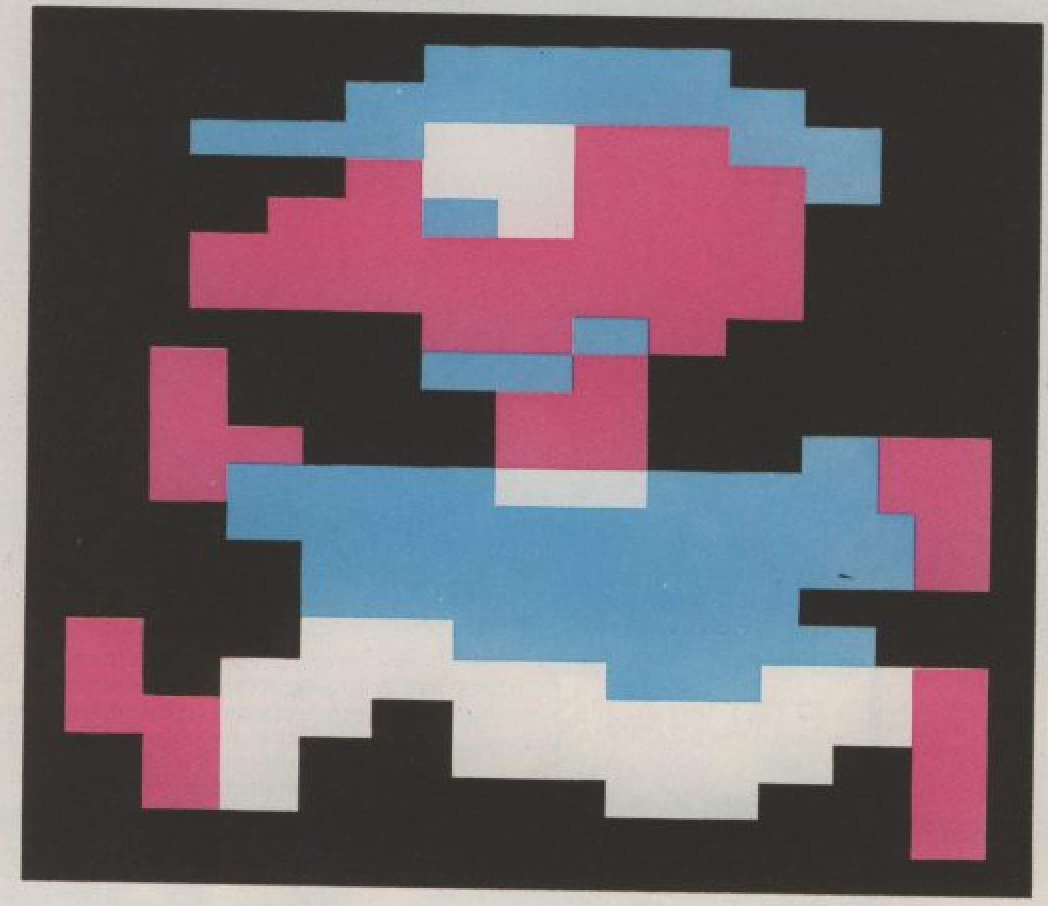
....

....



ACCEPT THE CHALLENGE
WIN A HOLIDAY
Also Available
CONFRONTATION SCENARIOS VOL 1
Features Sinai, Afghanistan, Angola and Kent (German invasion during World War 2)
CONFRONTATION SCENARIOS VOL 2
Features Poland, Greece, Desert War and Crete.
Spectrum or BBC/B £5.95
MASTERS OF SEREBAL
FANTASY COMES TO LIFE
featuring arcade action and 3D graphic sequences in this all graphic adventure game. Answer the summons of Altaborn, the Master of Serebal, for only you can find the lost scrolls and banish darkness from the land.
LOTHLORIEN
RED COATS
WARMASTER
A VERY SPECIAL OPERATION FROM LOTHLORIEN
SPECIAL OPERATIONS
LOTHLORIEN
SPECIAL OPERATIONS
ADVENTUREMASTER
COMMODORE 64
LOTHLORIEN
Masters of Serebal
ADVENTUREMASTER
SPECTRUM 48
REDCOATS
ENGLISH GO HOME!
The Tea Party is over, this land is ours!
A one or two player, all graphic war game for the Electron, BBC/B and Spectrum 48K Set during the American War of Independence, the game features 5 different battles plus the facility to create your own scenario.
Spectrum £5.95, Electron/BBC £6.95
All this at £6.95 for your 48K Spectrum.
Please send me (tick box) the following games
SPECTRUM 48K
Special Operations £5.95
Red Coats £5.95
Masters of Serebal £6.95
Confrontation - Master Program £7.95
Confrontation - Scenarios Vol 1 £5.95
Scenarios Vol 2 £5.95
Johnny Reb £5.50
ELECTRON BBC
Red Coats £6.95
*Confrontation - Master Program £7.95
*Confrontation - Scenarios Vol 1 £5.95
*BBC only Scenarios Vol 2 £5.95
Johnny Reb £6.95
COMMODORE 64
Special Operations £6.95
Choc a Bloc Charlie £6.95
Johnny Reb £6.95
Scarper £6.95
ATMOS/ORIC 48K
Special Operations £6.95
Spooky Mansion £6.95
Johnny Reb £6.95
AMSTRAD
Johnny Reb £6.95
MEMOTECH MTX 500/512
Johnny Reb £6.95
Please send me your free colour Catalogue.
I enclose a cheque/P.O. made payable to M.C. Lothlorien.
Please debit my Access A/C No.
Signed
Name
Address
Post Code
Could you win a luxurious free holiday for two in Tunisia in March. This fabulous competition offers 3 holiday prizes in Spectrum, Commodore 64 and Atmos categories. The competition is run in conjunction with Computer and Video Games, in which a free entry form can be found, or obtained direct from Lothlorien. All entries must be supported by a Lothlorien Special Operations inlay card as proof of puchase.
•A SPECIAL game with a VERY SPECIAL PRIZE.
*Closing dates for entry January 31st 1985 The judges decision in all matters is final. Conditions of entry will be sent on request.
LOTHLORIEN
more action for your money!
Send to: M C Lothlorien, 56a Park Lane, Poynton, Cheshire. SK12 1RE
Tel Poynton (0625) 876642

Make new friends,



With Mirrorsoft games, you can make loads of new friends like Mr. Bounce and Ceasar the Cat. Or, now, like Dr. Frankenstein, you can create your very own monsters and aliens. As well as friends and heroes to defeat them.

GAMES CREATOR

Invent your own games. As simple or as complex as you care to make them. The only real limit is your imagination.

For the CBM64, the Games Creator comes with a step-by-step manual and three ready-to-play games. Each demonstrates some of the programs exceptional features: shapes, movement, speed, scrolling backgrounds, scoring, music, sound effects and many more. And you don't need to know any program language to work it.

On fast loading cassette for the CBM64. **£12.95.**

STAR EGGS

A space fantasy. Earth is threatened by attack from Alien life-forms hatching out in space. You must first overcome the Guardians. Then into the Hatchery, up and down escalators and ladders to crack the eggs before the aliens escape.

On fast loading cassette for the CBM64. **£6.95**

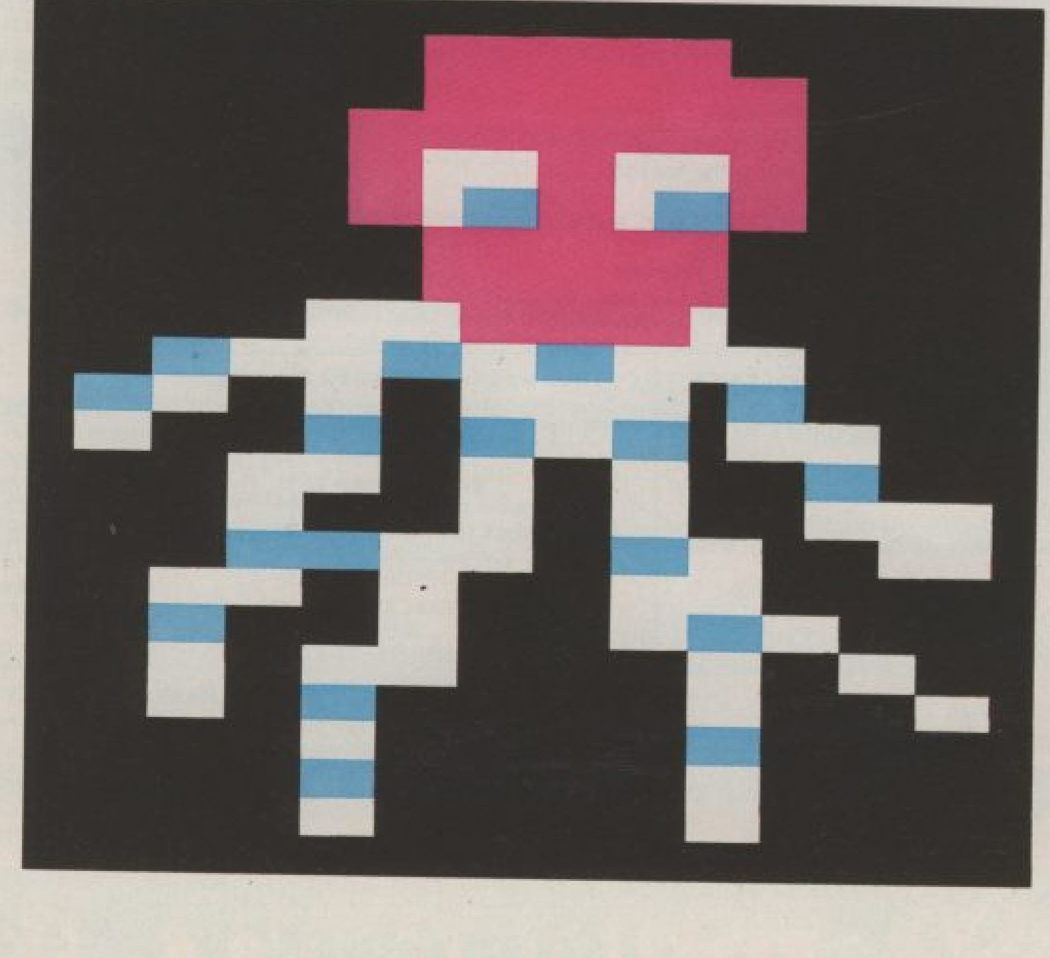
CATASTROPHES

Use a helicopter to build a hotel on an island paradise. But you have to move fast and design your building carefully because earthquakes, floods, storms and lightning can strike at any moment.

For one or two players. On fast loading cassette for the CBM64. **£6.95**

and enemies.





HI-BOUNCER

An arcade type game featuring Mr. Bounce and the Mr. Men. But don't get the idea that it's just a kids' game. Far from it. There are four main screens each with eight levels of difficulty and complexity. Don't worry, there's also a practice program with slower speeds.

On cassette for the BBC B. **£6.95.**

CEASAR THE CAT

Ceasar's cute and quick. Help him hunt the crowded shelves for mice who eat all the food. He must catch the mice before the food disappears. Outstanding graphics, animation and sound.

On cassette for the CBM64, Spectrum 48K, BBC B. **£6.95.**



MIRRORSOFT

SOFTWARE FOR ALL THE FAMILY

Available from Boots, W.H. Smith, Spectrum and all good software stockists. Write for a free catalogue to: Mirrorsoft, Holborn Circus, London, EC1P 1DQ.

BRUCE WHO?

"Quick, while he's not around!"
"Who?"
"Bruce!"
"Oh, right! What's up!"
"We've got to stop him getting his picture in every month. Our readers are beginning to talk. I know he's the master of the martial arts and all that but he can't keep threatening us with violence unless his picture goes in. Something has to be done!"
"But what? I've got no idea."
"Why don't we ask the readers. They'll know what to do!"
"Yeah, and we can offer a free *C&VG* tee-shirt to the first people who come up with the best suggestions."
"I hope they act quickly and send their entries to *Computer & Video Games*, Stop Bruce Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU."

STAR BIKERS

We set you three questions based on bikes and races with 100 free copies of The Edge's *Star Bike* for the Spectrum going to the winners. The first 100 correct entries out of the memory bin are the lucky winners — no space to print the lucky names — but the games will be dropping through your letterbox in the near future if you've won!

Answers are: The UK's premier big bike circuit is on The Isle of Man, TT stands for Tourist Trophy, and the bike favoured by most British police forces is the BMW.

Well done and keep biking!

DANGERMOUSE!

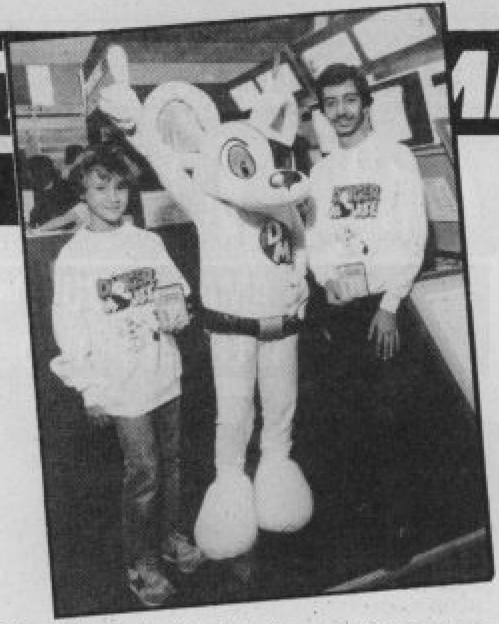
Rats! They've all solved the competition — I'll have to send out those prizes now.

The Mad Baron Silas Greenback is set to take over the world — only the intervention of Colonel K and his elite band of men can hope to save the universe.

Colonel K set some questions on famous spy characters which once answered would, in some mysterious way, stop the Mad Baron. Answers are: James Bond is 007, the popular TV series is The Man from U.N.C.L.E. and Clint Eastwood starred in Firefox.

In a rush to get one of two hundred free copies of Dangermouse for the Spectrum and CBM 64, the entries poured in.

There were 100 Dangermouse games each to be won for the Spectrum and Commodore 64 — thanks to Creative Sparks. Prizes are on the way so keep that Mouse out of Double Trouble!



YOU'RE EVIL — BUT WE LIKE YOU

Reading the questions set to the Evil Dead competition made my hair stand on end.

Palace Software has given 25 copies of their brand new game *The Evil Dead*, based on the horror movie of the same name, an Evil Dead tee-shirt and an Evil Dead poster to the first 25 correct answers to be picked out of the *C&VG* memory bin.

With this collection of goodies as prizes, we thought the questions should be sufficiently spine chilling to warrant giving away these games.

The answers are: Sissy Spacek played the part of Carrie, Michael Jackson starred in Thriller, Christine was a car and the series of modern horror films is Halloween.

Well done to the winners — the games are on the way.

Richard Taulbut, Middlesex; Malcolm Bergh, Enfield; Doug Lander, Hemel Hempstead; Robert Mansfield, Stafford; M Dickenson, Cheshire; Robert Ho, Bristol; Andrew Sutcliffe, Lancs; Mark White, Staffs; J Brotherton, Lancs; Stephen Hall, Norwich; Barry Waghorn, Staffs; I Dunlop, Hull; Christopher Cowie, Yorks; John Papanastasiou, London; Jamie Dickson, Wales; Stuart Ostle, Scotland; Keith Winstanley, Lancs; Matthew Croll, Leeds; Ismail Momoniat, Lancs; Kevin Carey, Ireland; Robin Broad, Glos; John Berris, Peterborough; Mr Gillings, Doncaster; T Murphy, London and Stephen Johnston from Bucks.

THE WINNERS!

Nine of the ten lucky people to win a copy of Keith Campbell's *Computer & Video Games Book of Adventure* are: Alan Clark of Whitfield, Dundee; Stephen Watson of Nether Heyford, Northampton; Kieron Donoghue of East Herrington, Sunderland; Raymond Bartlett of Queens Park, Bournemouth; Ian Luffman of Nailsea, Avon; Derek Ward of Thame, Oxford; Michael Elsworth of Thornhill, Dewsbury; Philip Waterhouse of Unsworth, Bury; and Ewan Watson of Balbeggie, Perthshire. A signed copy of the book is on its way to each of them!

The winner who came up with the best alternative ending for an Adventure can't be named at present! Keith Campbell put his letter to one side and a moment later it was whisked up and stuffed in a file!

After searching for hours, Keith decided to SAVE GAME and would like to hear from the reader who suggested that the programmer should arrange for the computer to blow up on successful completion of the game! Don't all write in, though, because Keith took the precaution of entering the letter on his database and will be able to search for it, given the winner's name! This will give him the key to the file where he will be able to locate the letter!

MORE SPECIAL OPERATIONS!

On page 56 of our October issue we told you all about the *Special Operations* competition being organised by Lothlorien. Below is the entry form that you MUST use to enter, which you'll find ONLY in *Computer & Video Games.*

Don't forget to save your successful game on tape. You will need it to win the first prize. You must also send the special competition tag cut from the cassette inlay of the *Special Operations* game as proof of purchase.

Closing date for the competition is January 31st 1985. Remember to complete the official entry form on this page and send it to *M.C. Lothlorien*, 56a Park Lane, Poynton, Cheshire SK12 1AE NOT *Computer & Video Games*. Entry forms will be found in the November and December issues of *C&VG*. Entry is open to all except employees of *Lothlorien* and EMAP.

C&VG/LOTHLORIEN SPECIAL OPERATIONS COMPETITION

Name..

Address..Age.....................

....

Completion Time.......................Telephone No........................

Discount Computer Software

Registered No. 1795113
Telephone: (0256) 51444
16 Coates Close, Brighton Hill,
Basingstoke RG22 4EE

AMAZING SOFTWARE BARGAINS BY MAIL, 100's OF TITLES AVAILABLE!
TELEPHONE ORDERS WELCOME. WRITE OR RING NOW FOR FULL DETAILS

Game	*Supplier*	*RRP Inc. VAT*	*Our Price Inc. VAT*
SPECTRUM			
FOOTBALL MANAGER	ADDICTIVE	6.95	5.90
CHUCKIE EGG	A & F	6.90	5.90
JUNGLE FEVER		6.90	5.90
PIMANIA	AUTOMATA	10.00	9.00
PI-BALLED		6.00	5.00
KONO	ANIROG	5.95	4.95
MOON BUGGY		5.95	4.95
SLAP DAB		5.95	4.95
GALACTIC ABDUCTOR		5.95	4.95
GALAXIANS	ARTIC	4.95	4.15
CHESS II		9.95	8.50
BEAR BOVVER		6.95	5.95
MONKEY BIZNESS		6.95	5.95
BIRDS & BEES		6.95	5.95
PSYTRON	BEYOND	7.95	6.75
POOL	CDS	5.95	4.95
TEST MATCH	C.R.L.	5.95	4.95
STAR GAZER SECRETS		5.95	4.95
DERBY DAY		5.95	4.95
HANDICAP GOLF		5.95	4.95
OMEGA RUN		5.95	4.95
THE GREAT DETECTIVE		5.95	4.95
THE INCREDIBLE ADVENTURE		5.95	4.95
THE WARLOCKS TREASURE		5.95	4.95
OLYMPICS		5.95	4.95
GRAND NATIONAL		5.95	4.95
GLUG GLUG		5.95	4.95
FIGHTER PILOT	DIGITAL	7.95	6.95
NIGHT GUNNER		6.95	5.95
SEA HARRIER ATTACK	DURREL	5.95	4.95
JUNGLE TROUBLE		5.95	4.95
SCUBA DIVE		5.95	4.95
NIGHTFLIGHT II	HEWSON	7.95	5.75
3D SPACE WARS		5.95	4.95
HEATHROW		7.95	6.75
LUNATTACK		7.95	6.75
SPLAT	INCENTIVE	5.50	4.60
VALHALLA	LEGEND	14.95	11.95
PARAS	LOTHLORIAN	5.95	4.95
MUGSY	MELBOURNE HSE	6.95	5.75
TUTANKHAMUN	MICROMANIA	5.95	4.95
PENGY		5.95	4.95
CODENAME MAT	MICROMEGA	6.95	5.75
HAUNTED HEDGES		6.95	5.75
LASERWARP	MICRO-GEN	6.95	5.75
TRASHMAN	NEW GENERATION	5.95	4.95
MR WIMPY	OCEAN	5.90	4.90
HUNCHBACK		6.90	5.70
ESKIMO EDDIE		5.90	4.90
SCRABBLE	PSION	15.99	13.00
FLIGHT SIMULATION		7.95	6.75
3D ANT ATTACK	QUICKSILVA	6.95	5.95
BUGABOO THE FLEA		6.95	5.95
THE SNOWMAN		6.95	5.95
BLUE THUNDER	R. WILCOX	5.50	4.60
MANIC MINER	SOFTWARE PROJECTS	5.95	4.95
JETSET WILLY		5.95	4.95
ATIC ATTACK	ULTIMATE	5.50	4.60
SNOOKER	VISIONS	8.95	7.70
PHEENIX	MEGADODO	5.50	5.00
JACK & THE BEANSTALK	THOR	5.95	5.00
GIANTS REVENGE	THOR	6.95	6.00
BLACK TOWER	DOLLERSOFT	6.50	6.00
HOW'S THAT	WYVERN	5.50	5.00
MONTY MOLE	GREMLIN	6.95	6.50
COMMODORE 64			
KONG 64	ANIROG	7.95	6.90
SKRAMBLE 64		7.95	6.90
3D TIME TREK		5.95	4.95
FLIGHT PATH 737		7.95	6.75
SPACE PILOT		7.95	6.75
CYBOTRON		7.95	6.75

Game	*Supplier*	*RRP Inc. VAT*	*Our Price Inc. VAT*
ZODIAC		7.95	6.75
ICE HUNTER		6.95	5.85
TWIN KINGDOM VALLEY	BUG BYTE	9.50	8.25
OMEGA RUN		7.96	6.75
DERBY DAY		7.96	6.75
HARRIER ATTACK	DURREL	6.95	5.95
SCUBA DIVE		6.95	5.80
BURGER TIME	INTERCEPTOR	7.00	5.95
GET OFF MY GARDEN		7.00	5.95
CHINA MINER		7.00	5.95
ARABIAN NIGHTS		7.00	5.95
THE BOSS	PEAKSOFT	8.95	7.80
SUPER PIPELINE	TASKSET	6.90	5.85
BOZO'S NIGHT OUT		6.90	5.85
MANIC MINER	SOFTWARE PROJECTS	7.95	6.75
MISSION I	R&B	8.95	8.10
ENCOUNTER	NOVAGEN	9.95	8.95
STRIP POKER	US GOLD	9.95	8.90
BEACH HEAD	US GOLD	9.95	8.90
MYSTIC MANSION	US GOLD	9.95	8.90
FRED	QUICKSILVER	7.95	7.10
FLIP & FLOP	STATESOFT	8.95	8.10
ASTRO CHASE	STATESOFT	8.95	8.10
PITFALL	ACTIVISION	9.99	8.90
BEAMRIDER	ACTIVISION	9.99	8.90
THE EVIL DEAD	PALACE	6.99	5.90
VALHALLA	LEGEND	14.95	13.90
FOOTBALL MANAGER	ADDICTIVE	7.95	6.90
MONTY MOLE	GREMLIN	7.95	6.90
PERCY THE POTTY PIGEON	GREMLIN	7.95	6.90
DALY THOMPSON DEC	OCEAN	7.90	6.95
HUNCHBACK	OCEAN	6.90	5.85
ANDROID 2	OCEAN	6.90	6.10
DARE DEVIL DENNIS	VISIONS	7.95	6.90
SHOOKER	VISIONS	8.95	7.50
REV OF MUTANT CAMELS	LLAMASOFT	7.50	6.25
HELLGATE	LLAMASOFT	5.00	4.10
SHEEP IN SPACE	LLAMASOFT	7.50	6.45
TRASHMAN	QUICKSILVER	7.95	6.90
SKYHAWK	QUICKSILVER	7.95	6.90
VIC 20			
BONGO	ANIROG	7.95	6.95
SKRAMBLE		7.95	6.95
KRAZY KONG		7.95	6.75
BATTLEFIELD		5.95	4.95
SLAP DAB		5.95	4.95
DARK DUNGEONS		5.95	4.95
DRACULA		5.95	4.95
FLIGHT PATH 737		7.95	6.75
FLIGHT PATH ZERO ONE FIVE	AVS	5.95	4.95
FALCON FIGHTER	INTERCEPTOR	6.00	5.95
HELLGATE	LLAMASOFT	6.00	5.95
GOLD RUSH	MR MICRO	6.90	5.85
BENGO		6.90	5.85
HUMPHREY		6.90	5.85
AMIGO		6.90	5.85
PUNCHY		6.90	5.85
ORIC			
SEA HARRIER ATTACK	DURELL	6.95	5.95
SCUBA	DURELL	6.95	5.95
XENON	IJK	8.50	6.50
ZORGONS REVENGE	IJK	7.50	5.50
PROBE 3	IJK	7.50	5.50
THE HOBBIT & BOOK	MELBOURNE HOUSE	14.95	12.95
DINKY KONG	SEVERN SOFT	6.95	4.95
DRACULA'S REVENGE	SOFTEK	6.95	5.95
ULTIMATE ZONE	TANSOFT	8.50	6.50
RAT SPLAT	TANSOFT	7.95	5.95
SPACE JOUST	SOFTWARE PROJECTS	5.95	4.95
JET PAC	ULTIMATE	5.50	4.65
SNOOKER	VISIONS	8.95	7.50

TO: DISCOUNT COMPUTER SOFTWARE. PLEASE ACCEPT MY ORDER FOR THE FOLLOWING PROGRAMS/SPECIAL OFFERS (STATE MACHINE)

1. ....
2. ....
3. ....
4. ....
5. ....

Make cheques payable to Discount Computer Software
Cheque No .... For £........... enclosed
Please debit my
Access No .... Signed ....

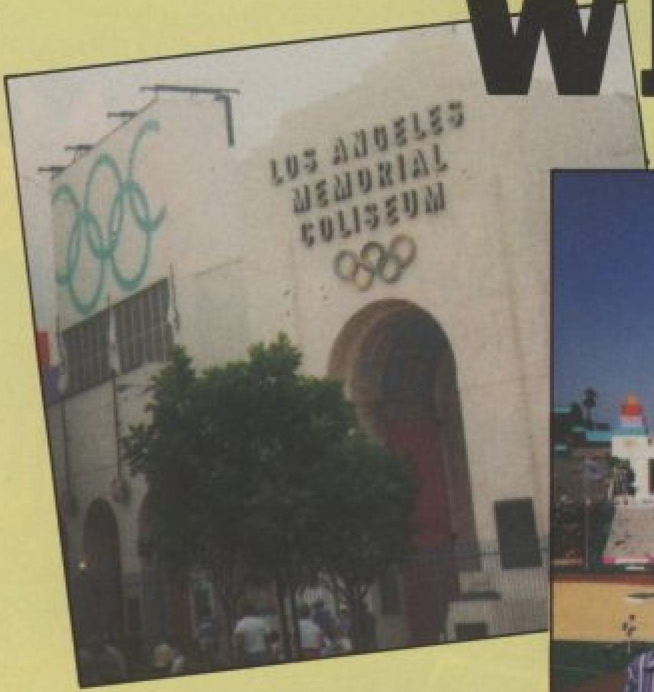
16 Coates Close, Brighton Hill,
Basingstoke RG22 4EE
SEND

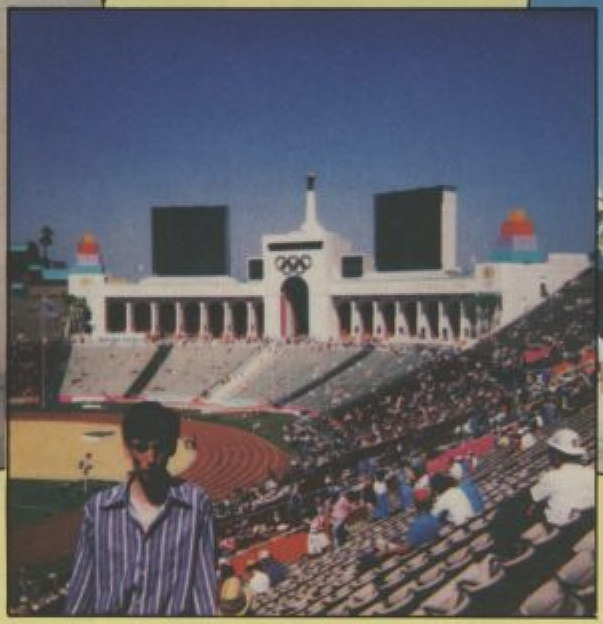
Name ....
....
Address ....
....

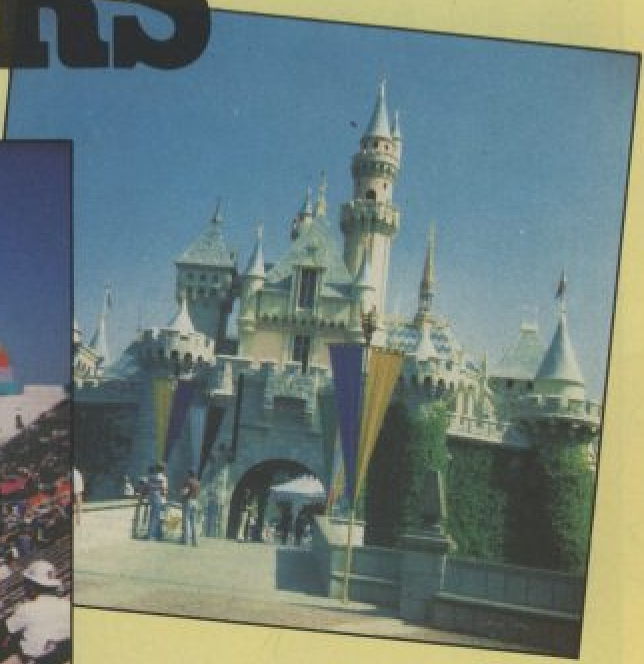
CG2

SEND SAE FOR UP TO DATE LIST OF OUR AMAZING BARGAINS

OLYMPIC HOLIDAY WINNERS











This is the story of two *Computer & Video Games* readers who entered our great Olympic competition and found themselves on a flight to Los Angeles, USA! They went to the Olympics, Disneyland and had the holiday of a lifetime – just because they picked up C&VG. Makes you think doesn't it? Next time it could be you – but meanwhile why not read all about Gavin and Nathan's trip to America?

One minute Gavin Cox and his brother, Nathan, were sitting quietly with their Spectrum in the front room of their home in Old Coulsdon, a sleepy suburb of Croydon, just outside London. The next they were sitting in the Olympic Stadium in Los Angeles watching the track and field events and soaking up the sun!

That's what reading *Computer & Video Games* does for you! Gavin was the winner of our Automata-Activision Olympic holiday competition and the prize was a ten day trip to Los Angeles — all expenses paid — with tickets for the top Olympic events and the Executive Suite in the Sheraton Hotel in Anaheim.

Gavin correctly identified all the events of the decathlon from screen shots of the Activision game featured in the July issue of *C&VG*.

He also came up with a nifty little slogan all about *C&VG* which went like this: "Mega-Supa, Software Smashing, Bad Game Bashing, Has No Trash In, Ever So Dashin' — magazine!"

Gavin came up to London to receive his prize from the PiMan who jogged up from Portsmouth specially to present the tickets and £500 spending money from the Pi-Man's very own bank account. Then a couple of days later they were off — flying high above the Atlantic toward Los Angeles.

Once they arrived, they soon made friends — many young Americans admired their *C&VG* tee-shirts! They visited Disneyland where they tried out all the rides. Gavin's favourite was Space Mountain — a really space-age roller coaster with lasers and death defying loops! Gavin and his brother also visited Knott's Berry Farm — a sort of Wild West theme park — with more giant roller coaster rides.

At the Olympics, the brothers saw Carl Lewis make one of his record breaking runs, watched the heart-stopping finish to the Ladies' Marathon and watched Daley Thompson going for gold.

It was all over too quickly for the two boys — who told *C&VG* afterwards. "It was really great. We'd like to go back one-day. Thanks *C&VG* for such a great prize!"

Which only goes to show that the biggest and best prizes are always in *Computer & Video Games.*



Don't fool with fireworks..
when y
COMMODORE 64
7.90
SPECTRUM 48k
6.90
Ocean Software
Ocean House
6 Central Street
Manchester M2 5NS
Ocean Software is available from all good



you can play with...
COMMODORE 64
7·90
SPECTRUM 48k
6·90
COMMODORE 64
7·90
SPECTRUM 48k
6·90
COMMODORE 64
7·90
HB ACK II
ASI MODO'S REVENGE!
DALEY THOMPSON'S
DECATHLON
HIGHNOON
ocean
Telephone:
061 · 832 6633
Telex:
669977 Oceans G
ood so
ftware dealers and selected branches of: WOOLWORTH, WHSMITH, John Menzies, LASKYS, Rumbelows and Spectrum Shops



Available for B.B.C. Model "B", Electron, Spectrum and Commodore 64. Espionage is available from all leading High Street Stores and quality Computer Games Specialists.

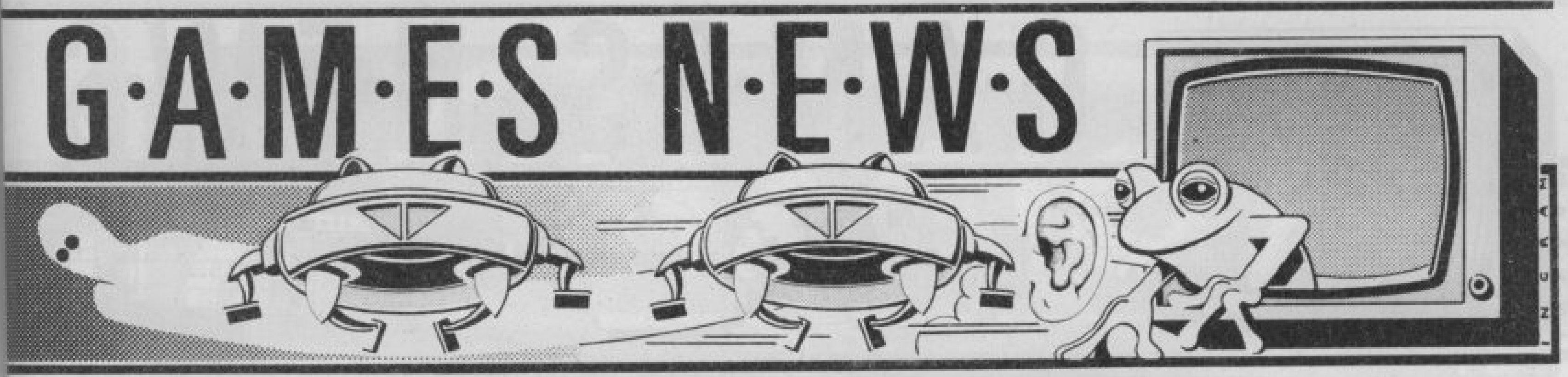
price **£8.95**

Retailers contact Mr. Len Fisher on our telephone hot-line (0642) 227223.

Espionage

MODULAR RESOURCES LIMITED

A GAME OF INTRIGUE & SKILL IN THE OIL BUSINESS.



TAKE FIVE!

EUREKA

Can you save the world and win £25,000? That's the challenge set by a brand new game from a brand new software company. The game is called *Eureka!* and the software company is Domark.

Domark have stashed away £25,000 as first prize for the lucky person who manages to solve the Adventure — or rather five Adventures — for the Commodore 64. Domark describe *Eureka!* as the ultimate computer epic. It consists of five linked Adventures which take you on a journey through time — from prehistoric times, on to Nero's Rome, then Arthurian Britain, a big leap to the Second World War and Colditz and finally right up to date with an 007-style spy Adventure.

All five adventures are linked — but you can play them separately. Each have "real-time" features built in. So if you don't move quickly enough in certain situations you'll miss your chance and end up as a dinosaur's breakfast or another victim in the gladiator arena.

But solving the Adventures is only a part of getting that £25,000 reward for saving the world. *Eureka!* comes with an illustrated booklet which contains riddles and *Masquerade*-style illustrations which give you clues to their final solution. Unravel the riddles and you build up a secret telephone number.

Get the entire number — dial it — and you could be £25,000 richer! Domark have set a 15 month time limit on the game — so you'll need to be quick.

To make it fair to everyone who wants to enter, the game will be released simultaneously worldwide on October 31st — and Domark guarantee that games will be dispatched on that date.

The storyline for *Eureka!* was devised by Ian Livingstone — the author of several *Fighting Fantasy* gamesbooks — and was programmed by the Andromeda teams led by Hungarian programmers' Donat Kiss and Andras Csazar.

They have included some interesting animated graphics and used some video-style split screen techniques which make *Eureka* a visually interesting game as well as an entertaining adventure. Here at *C&VG* we had a sneak preview of one of the Adventures and reckon that that £25,000 will be hard to get — but you'll enjoy the attempt!

BT GOES SOFT

FIREBIRD

British Telecom is producing a new "value for money" range of games, which will be on sale in high-street shops this month. They will sell at £2.50.

Published by British Telecom's new software house, under the Firebird label, these products will be available for the Spectrum, Commodore 64 and the BBC.

DESIGNER OF THE MONTH

NAME: Andrew Stagg.

BORN: Portsmouth, 1966.

GAMES: Pi-Eyed, Pi-Olympics, Deus Ex Machina.



Eighteen-year-old Andrew Stagg was "discovered" by Mel Croucher and Christian Penfold of Automata when he came to the Portsmouth-based software house on a work experience scheme.

Andrew had been taking an ITeC course in Portsmouth. "For the first four months you learn how a computer works and then you can choose what sort of programming you want to do. I chose machine code. After about nine months, I went to Automata on a job experience course — and luckily they decided to keep me on!

Andrew has been working full time at Automata for 12 months now — five of which he has spent working on *Deux Ex Machina* — which you can read about on page 40 of this magazine. A major part of the work was the development of an internal clock for the Spectrum which worked independently of what is happening on screen. This neat little bit of programming will be appearing in other Automata games in the future. Andrew is soon to start work on a version of *Deux Ex Machina* for the Amstrad.

Favourite Food: My mother's spaghetti bolognaise.

Favourite Drink: Lager.

Favourite TV Programme; Brookside.

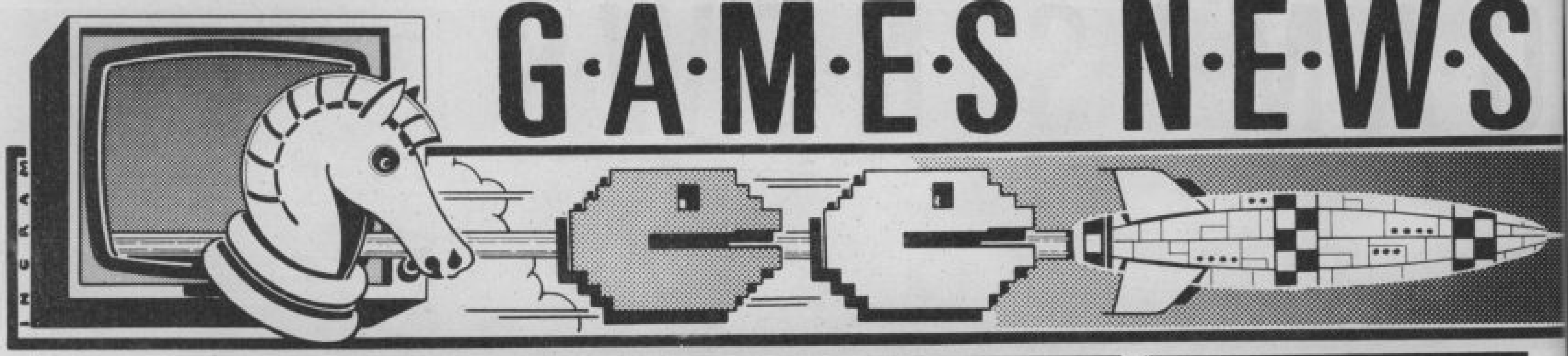
Favourite Computer Game: Deus Ex Machine.

Pets: A cat, called Puss!

Countries Visited: Spain, Germany, France, Isle of Wight!

The thing about computing that most makes me want to throw up: The lack of support for mail-order.

G·A·M·E·S N·E·W·S



MOON MANOEUVRES

MOONSWEEPER

Moonsweeper, the smash hit video game for the Atari VCS, is now available on the 48k Spectrum, thanks to a deal signed between US software company Imagic and CheetahSoft.

Moonsweeper, converted to the Spectrum by CheetahSoft, is a rescue mission in deep space. Piloting the Moonsweeper Raider, players are sent on a mission to search for stranded lunar pioneers on each of four moons.

Each moon is heavily guarded by hostile Base Carriers, short range interceptors and death towers. Using radar to locate the pioneers, pilots of Moonsweeper have to skim across the moons in a 3D display, avoiding or attacking hostile forces.

Supplied on cassette, the game runs on the 48k Spectrum and costs £7.95.

IT'S THAT MOUSE AGAIN

DANGERMOUSE

Hot on the heels of *Dangermouse in Double Trouble*, featured exclusively in last month's C&VG, comes *Dangermouse in Black Forest Chateau* — a graphic adventure starring the rodent hero and his sidekick, Penfold.

Dangermouse sets off in pursuit of the evil person behind a nasty Pi-beam. We've been assured by the people at Creative Sparks that it's definitely not the PiMan!

The graphics are tremendous and the adventure gripping. But it is aimed at the younger Adventure fan — so if you've just beaten *Zork* or mastered a Scott Adams epic then you might find it a little too easy.

Also on the way from Creative Sparks is an interesting 3D multi-screen graphic adventure called *Countdown to Meltdown*. *Computer & Video Games* newshounds saw an early copy of this game in which you take charge of a team of android commandoes on a mission to prevent the core of a nuclear reactor exploding.

Creative Sparks have a whole range of games lined up for October release, including a "cute" arcade game from the Hungarian Andromeda programming team called *Bird Mother*, reviewed elsewhere in this issue. There's *Wing Commander* for the 64 and a massive four part Adventure called *Macbeth* — again for the 64.

SOFTEK HAS THE EDGE

SOFTEK

Softek, the producers of the highly successful *Quo Vadis?* and *Star Bike* games, have changed their name.

Following a large reshuffle in the company's employees and a change of direction in the company's approach to games production, the company has decided to rename its newly enlarged software development team, The Edge.

Psytrazz is the first game published under the new label.

It uses the software house's newly developed programming technique "Synergy" which allows the programmer to incorporate over 100 different screens into a single Spectrum game.

The original company, Softek International, has been split into several different arms because of the increasing diversity of the firm's business. *Psytrazz* will be available at the beginning of October. It runs on the 48k Spectrum and costs £7.95.

YOU MUST BE JOKING!

COMPUTERWORLD

The computer has been accused of many evils in the past — breaking up marriages and ruining children's minds, to mention just two. But, up to now that is, never of telling bad jokes.

Computerworld Software had the unusual idea of collecting vast numbers of short jokes and one-liners and incorporating them into a computer program — *The World's First Computer Joke Book* was born.

The program contains over 500 jokes which the author has collected from several exhausting sessions with joke-telling school kids.

The program works in four different modes. The first mode just runs through all 500 jokes in sequence. The second throws up jokes in a random order and the third does the same but gives you a chance to guess the punchline.

The final mode lets you enter the number of the joke you want to read. Another feature of this option is that it throws up jokes hidden in the program that are, shall we say, a little fruity!

The game runs on the 48k Spectrum and costs £4.95 on cassette or £8.95 on microdrive.

We'd be interested to hear from you if you have any computer jokes or joke programs. Send them into us here at *Computer & Video Games*. Please mark Computer Jokes on the outside of your envelope.

YET MORE OLYMPIC GAMES!

Following Daley Thompson's phenomenal performance at the Los Angeles Olympics, several software companies have been quick to release games based on the decathlon.

Ocean's Decathlon *is the only one of the games which has been personally endorsed by the athlete himself.*

But the linking of Daley and Ocean's program has not over-impressed the game reviewers. *Activision's* Decathlon *has received much greater praise from magazines and the industry and in a comparative review in last month's C&VG, Activision came out on top.*

Another two games with a sporting flavour are Olympics *by CRL and* Data-base. *The* Database *game offers a version for the BBC.*

One game that may well overtake all the other games on the last bend is Konami's Hyper Olympics *on the new MSX computers from Japan. It is certainly the best sports simulation we have seen.*

The arcade versions of both Hyper Olympics *and* Track & Field *have also done well in this Olympic year.*


IMAGIC
DRAGONFIRE
How fast are your reactions under stress?
You can find out today with this game.
Available NOW on the 48K Sinclair Spectrum – price £7.95
IMAGIC
Created by experts for experts™
Brought to you by CheetahSoft Ltd.
24 Ray Street, London EC1R 3DJ.
Tel: 01 833 4733
CheetahSoft
Soft we're not



For the price of ten aliens you ca
communicate with far friendlie





Imagine the benefits of being able to communicate with other computer users.

Of letting your computer save money on new software as well as helping improve your programming skills.

And wouldn't you be better informed if your computer kept you up to date with new developments in the computer world.

Just a few of the ways in which our Modem helps a Commodore 64 become more useful to you.

Fitted in seconds.

Our Modem is as easy to fit as it is to use. One end slots into your Commodore 64's cartridge port the other plugs into your telephone line.*

Computer Pals.

Once you've installed a Modem you can communicate with all other Commodore 64 Modem owners.

You can leave messages on bulletin boards, sell and swap programs.

You could work together on programs. Discuss recent software releases.

And even play chess.

Now you see it.

You'll be able to see page after page of information from existing systems like Prestel, Micronet† and the exciting new system called Compunet.

can now
ier beings.

Compunet it's new and unique.

At present Compunet's exclusively for Commodore 64 Modem owners.

It's the most advanced communications system designed for home computer users.

At last you can work hand-in-hand with a giant mainframe.

Because you can send and receive information.

This increased interactivity brings the capacity of large computers into your home.

Software galore.

And a lot of it's free. Free games, free education, free information.

Free from hassle too.

Because you can now select software from Compunet then save it on to cassette or disk.

What's more, highly prized software from leading companies is on offer, thanks to our Modem's built in security systems.

You'll also be able to pick up useful hints and tips to improve programming skills.



Free tuition.

Now your computer can make a serious contribution to your children's education.

Already Compunet has over 50 free educational packages, with subjects ranging from elementary maths to A-level Physics. And there's up to 10 new packages every month.

Our Modem delivers the goods.

You can already shop via Compunet and make great savings by joining Comp-u-card.

Before long, you will be able to view new property lists, order groceries, organise your banking and even request insurance quotes.

All in addition to a wide range of services currently available through other systems.

Free for all.

If you order a Modem now you will receive one year's free subscription to Compunet.

Representing a saving of £30.

Add to this the reductions you can get on many purchases through Compunet and you can see the obvious values of owning a Modem.

What price the world at your fingertips?

A Modem costs much the same as 10 aliens.

Or, to be precise £99.99.

Which is money well spent, because a Modem continually revitalises your computer. Making the Commodore 64 a home computer that should never lose its appeal.

You may find our Modem in the shops, if you're very quick.

Alternatively you can avoid disappointment and buy direct from Commodore. Simply complete the coupon, then we'll send you a Modem, plus your year's free subscription to Compunet.

commodore

Commodore Communications Modem,
1 Hunters Road, Weldon, Corby,
Northamptonshire NN17 1QX.

Please send me a Commodore 64 Communications Modem plus a year's free subscription to Compunet (worth £30).

I am enclosing a cheque/postal order for £99.99 (incl. VAT and P&P.) made payable to Vicsoft ☐

I would like my Visa/Access card debited. ☐

No. ______________

Signature ______________

Or please send me further information. ☐

Name Mr/Mrs/Miss ______________

Address ______________

____

______________ PostCode ______________

Registration subject to Compunet's terms and conditions. Allow 28 days for delivery.

Post to: Commodore Communications Modem,
1 Hunters Road, Weldon, Corby, Northamptonshire NN17 1QX.

*A new-style B.T. socket is required.
†Prestel and Micronet require additional subscriber charges.

Prestel is a registered Trademark of British Telecommunications.
Micronet is a project of British Telecom – Prestel and Telemap Ltd.

Tune-in to Jet-Boot Jack. The massive hit from English Software.

NOW AVAILABLE FOR COMMODORE 64



COMMODORE 64 Cassette (Speedload) **£7.95**

ATARI 32K Cassette or Disk **£9.95**

Jet-Boot Jack is fast heading for No 1 spot in the Atari games charts.

Because he's absolutely unique.

Jet-Boot Jack is the space-age jet-powered jogger who takes you on a chase through the vaults of the Record Pressing plant, collecting his favourite music as he goes.

Evil creatures try to thwart his every move, but Jack's special bouncing powers send them hurtling to their deaths!

Sliders and elevators provide access to new levels – but sometimes they turn nasty!

With 10 different screens and 6 skill levels Jet-Boot Jack will stretch your abilities to the limit.

Which, after all, is what you've come to expect from English Software.

Jet-Boot Jack and our other programs are available from branches of Laskys, Greens and all good software dealers.

Telephone Sales Hot Line
(Access and Visa) **061-835 1356**

JET-BOOT JACK ©

Program written by Jon Williams and Mark Taylor.

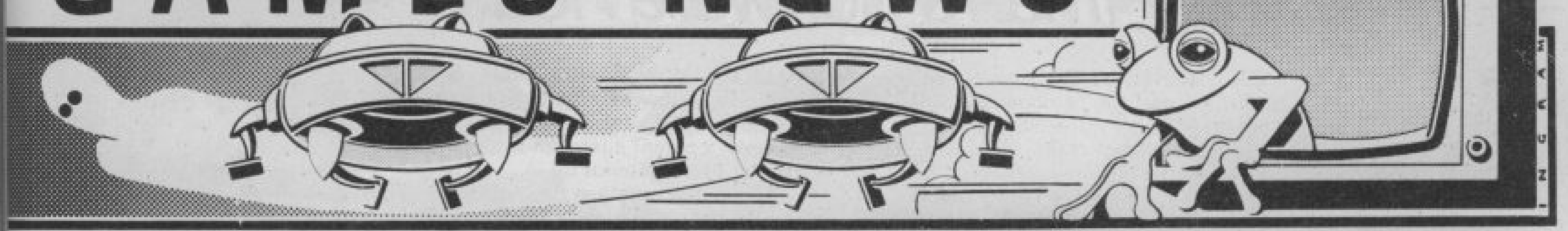
ENGLISH SOFTWARE™

THE POWER OF EXCITEMENT

The English Software Company, Box 43, Manchester M60 3AD Trade Enquiries Tel: 061-835 1358

(all English Software programs are sold according to the English Software Terms of Trading, copies of which are available on request).

G·A·M·E·S N·E·W·S



SEIDDAB FOR THE 64

HEWSON

Hot news from the Hewson Consultants press launch for *Avalon*, their new game reviewed elsewhere in this magazine, is that the programmer, Steve Turner, is currently working on a space fantasy based on his Seiddab trilogy — but using the same techniques as *Avalon*. *Avalon* is a 3D graphic arcade-adventure game with many levels, destined to become one of the big hit games this Christmas.

Steve told *C&VG* that his new game would be based in an abandoned spacecraft floating in space. We can't wait!

Meanwhile, Steve Turner's *3D Lunattack* is now available for the Commodore 64. And the conversion includes some extra added ingredients!

In *3D Lunattack*, the player must battle against all the odds and race across a hostile lunar landscape, piloting a hover fighter, and locate the Seiddab Command Base, which has to be destroyed. In the Commodore version the homebase must also be protected and so the player must choose his flight path and his moment to attack very carefully.

The Commodore version also provides the player with extra tools to help in this task. For example, a two-dimensional map, six times the area visible through the cockpit window, is available. Features making the game more challenging include extra enemy aircraft and a tendency for the Seiddab vessels to multiply if they're allowed to fly too close.



The murderous aliens can only be defeated by destroying Seiddab command before their superior numbers and armoury overwhelm homebase. *3D Lunattack* for the 64 is available now at £7.95.

BUMPER HARVEST!

ACTIVISION

Activision has announced a strong programme of computer software releases for the coming autumn.

There are six cassettes for the Commodore 64 — *Zenji, Pitfall II, Toy Bizarre, River Raid, Space Shuttle* and *The Designer's Pencil*.

Five new cartridges have been added to Activision's Atari home computer range — *Pitfall II, River Raid, Zenji, Beamrider* and *Decathlon*, and for the ColecoVision, Activision has added *Zenji, Pitfall II* and *Decathlon* cartridges.

Spectrum owners can now stock up on Activision cassettes, too. *Zenji, H.E.R.O., River Raid* and *Enduro* are now available on that machine.

Activision will also have three titles ready for the new MSX computers by mid-September — *River Raid, Beamrider* and *Decathlon*.

CHEAP THRILLS!

CENTURY CITY

Following the spate of companies offering very cheap software for the Spectrum and Commodore 64, yet another software house has emerged promising games tapes for under £2.

Century City, a new company based in the West Midlands, has launched a series of four titles for the 16 and 48k Spectrum.

***Laser Lord* is a fairly typical "protect the world from the nasty googly-eyed Martians", sort of game. The second game, *Man Trap*, is a tactical war game, in which you yet again "attempt to save the world from almost certain destruction". *Sentinels* is Century City's answer to *Galaxians* on the Spectrum. The fourth game is *Kamikaze Collector*.**

Century is also planning a new range of software costing £2.99 each which they claim is comparable with software selling for £6 or £7.

MACHINE MARATHON!

WORLD RECORD

Sean Sullivan, an 18-year-old computer gamester from Bridlington, has set what is believed to be a world record. He started, with his friend, 17-year-old Paddy Bell, at 8.00 am on Tuesday, 28 August, at the Bridlington Computer Centre. Paddy gave up, after 30 hours, on Wednesday afternoon, but Sean went right through until 10.00am on Thursday 30 August, a total of 50 hours. Afterwards Sean said, "I had set myself this target when I started, yet when I reached it I still felt fresh enough to do a lot more."

Although the *Guinness Book of Records* doesn't have a category for the continuous playing of computer games, the marathon was conducted under the strict standards required by Guinness.

Sean was allowed only five minutes' break for every completed hour on the machines. At all times of day and night there were two independent invigilators present who signed him on and off his breaks.

Sean used a ZX81, Commodore 64, Dragon, BBC and Vic during his marathon, which was in aid of the Kingfisher Trust, a Bridlington charity whose aim is to set up a centre for young people in the town.

We've got the TALENT



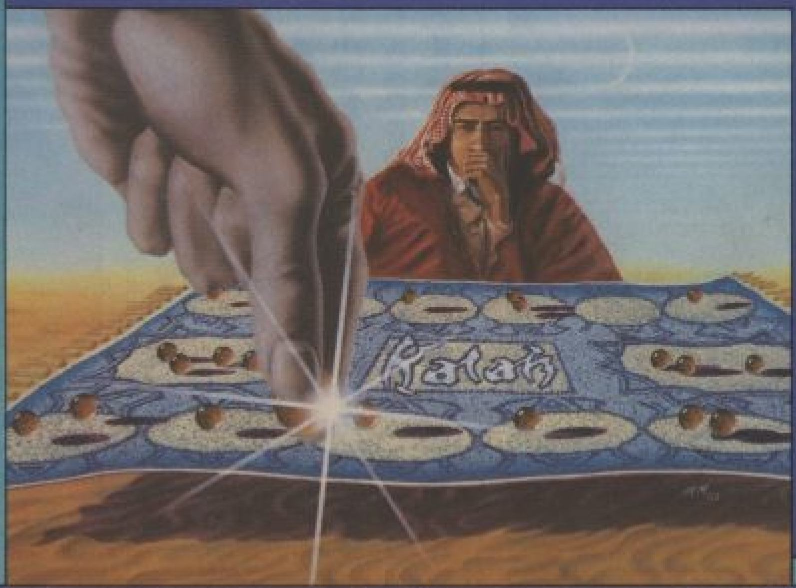
and our games prove it!

Amazing graphics, fast and furious action, challenging strategy, compelling adventure – this first wave of games from TALENT has got the lot!

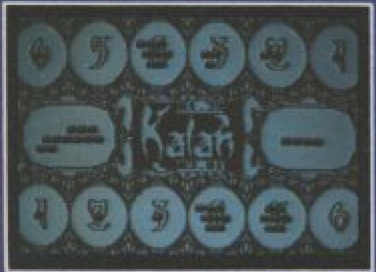
Written by professional computer scientists using powerful new programming techniques (which leave machine code standing), these games have pushed home micros to the very limit.

Kalah

ARCHIPELAGO













KALAH

One of the oldest games in the world! Originally played by Bedouins using pebbles and holes scooped in the desert sand, this strategy game has absorbed the mind of man for thousands of years. Superb graphics and music, with a choice of levels and depth of search. Easy to learn, fiendishly difficult to beat!

Commodore 64 Cassette £7.95 Disk £9.95

COMMODORE CASSETTES ARE 'FAST LOAD'

LASER REFLEX

A new angle in alien zapping! Against a brilliant backdrop of stars, you must defend your asteroid base from wave after wave of swooping mutating starships. Your defence – a powerful laser deflected against a giant mirror. How long can you hold out before your defences crumble?

BBC Model B Cassette £7.95
Electron Cassette £7.95

COMMODORE SOFTWARE WILL SHORTLY BE AVAILABLE ON COMPUNET

ARCHIPELAGO

Dare you venture into the ancient undersea labyrinths which link the islands of the Archipelago? Fabulous jewels await you there – but the guardians of the treasure mark your every move, waiting to deal a swift and terrible vengeance. How long can you survive?

A fast-moving, action-packed game with brilliant graphics, animation and music.

Commodore 64 Cassette £7.95 Disk £9.95
(joystick needed)

WEST

A compulsive adventure game set in a ghost town in the Wild West. Your task – to flush out a gang of bank robbers and retrieve their loot – with only your trusty steed and your six-shooter to aid you!

Test the speed of your draw, your skill at cards, your powers of survival!

The first of a stunning series of adventure games from Allan Black, played in real-time.

Commodore 64 Cassette £9.95 Disk £12.95
BBC Model 'B' (text only) Cassette £7.95
Electron (text only) Cassette £7.95



SOFTWARE FROM SCOTLAND

Talent games should shortly be available from your local software retailer – or post off the coupon now.

PANORAMA (H)

An outstanding graphics package for the Commodore 64. Features include: free-hand sketches, circles, ellipses, block move, copy and reverse, magnification choice of cursor, joystick or key control. PLUS texture definition and texture and colour fill. PANORAMA (H) uses the full colour facilities of the Commdore 64.

Commodore 64 Cassette £17.95 Disk £19.95

The programme is menu-driven and comes with a comprehensive illustrated instruction booklet.

TALENT

Curran Building, 101 St James Road
Glasgow G4 0NS Tel 041 552 2128

INSTANT CREDITCARD 24 HOUR ORDERING SERVICE TEL 041 552 2128

TO: TALENT COMPUTER SYSTEMS FREEPOST (no stamp required) GLASGOW G4 0BR

Please send me the following items

COMMODORE 64	Quantity		
PANORAMA (H)	—	Cassette	(£17.95) ☐
PANORAMA (H)	—	Disk	(£19.95) ☐
ARCHIPELAGO	—	Cassette	(£ 7.95) ☐
ARCHIPELAGO	—	Disk	(£ 9.95) ☐
KALAH	—	Cassette	(£ 7.95) ☐
KALAH	—	Disk	(£ 9.95) ☐
WEST	—	Cassette	(£ 9.95) ☐
WEST	—	Disk	(£12.95) ☐

BBC MODEL B	Quantity		
LASER REFLEX	—	Cassette	(£ 7.95) ☐
WEST (text only)	—	Cassette	(£ 7.95) ☐
ELECTRON			
LASER REFLEX	—	Cassette	(£ 7.95) ☐
WEST (text only)	—	Cassette	(£ 7.95) ☐
Total (includes postage and packing)			

I enclose a PO/Cheque to the value of £ ____

Please debit my ACCESS/BARCLAY/TRUSTCARD

Enquiry Date ____

Name (block capitals) ____

Address ____

Post Code ____

Signature ____ Tel ____

Please allow up to 28 days for delivery. We shall not bank your remittance until your order has been despatched.

BUG HUNTER'S GUIDE TO AMSTRAD CPC464

The Amstrad CPC 464 was launched in April of this year, at a time when most of us had been waiting around three months for our QLs.

If the Amstrad was good enough and actually appeared on time then it was clear that people would cancel their QL orders and opt for the Amstrad. And this is what has been happening.



THE MACHINE ITSELF

The CPC 464 is a 64k micro with a choice of 27 colours. It has a proper keyboard, similar to that of the BBC, but feels of better quality.

There's a separate numeric keypad to make the typing of numbers easier and also a separate ENTER key on the numeric pad.

Apart from the early PETs, this is the first micro to have a built-in cassette recorder. The whole machine is about an inch deeper than a Spectrum and two and a half times as long. This includes the keyboard and cassette recorder.

Despite being told by Amstrad that there would be only two versions of the computer, there are actually three.

The most expensive is a CPC 464 complete with colour monitor, at £329. Alternatively, you can buy the same computer with a green screen monitor for just £229.

The problem with the green version is that you can't, we were told, upgrade to a colour monitor at a later date.

However, Amstrad have introduced the MP1 modulator/power supply which will allow you to connect the computer to a normal colour TV. This will cost you £29.95.

BUT WHAT ABOUT THE GAMES?

Many software houses are currently working on software for the Amstrad. Romik have launched a fairly average batch of unexciting games.

Amstrad has set up its own software division called Amsoft which has converted a lot of popular games to the new micro. There are versions of quite a few Spectrum classics including games from Quicksilva and Sinclair.

ADD ONS

A disc drive for the system is due out soon. For £199 you get a 3 inch disk drive and interface running CP/M. You also get DR Logo and the whole price includes VAT. A second drive will cost just £149.

A printer is available at £199. It's a modified version of the Seikosha 500 and will print screen dumps from the Amstrad.

You can use a normal Atari type joystick in the machine, but it will only take one. If you want the other, then you have to buy the official Amstrad one which daisy-chains onto another. Recommended price for an Amstrad joystick is £14.95 but most shops are selling them for around £10.

SOUND

The machine has the chip as the BBC Micro. It produces three voices through an internal speaker. The TV sound is not used. Unlike the Beeb, though, there's actually a volume control on the side of the machine.

If you want a richer sound than the internal speaker produces, you can connect the micro to a hi fi system through a connection on the back of the machine. Amstrad showed me a demo of a computer connected to a stereo system (Amstrad of course!) and the sound was really good. The different sound channels of the machine are sent to different parts of the stereo Spectrum, which can produce some amazing effects.

GRAPHICS

The CPC 464 has three screen modes. When you turn it on, it is set to mode one. This gives you 40 characters on each of 25 screen lines. Mode zero gives you 20 characters while mode two gives a full 80 column display. This is useful for word processing, but probably won't be readable on a normal colour TV. It works fine on the monitor, though. The machine has 27 possible colours and you can have two, four or 16 on screen at a time depending on whether you're in mode two, one or zero respectively.

Drawing uses the Spectrum-like plot and draw commands. Plot will plot a single point on the screen while draw will construct a line from that point to another.

The screen resolution in mode zero is 200 × 160 pixels. In mode one this is 200 × 320, while in hi res mode two you have 200 × 640 pixels to play with, but at the expense of colours.

LOCOMOTIVE BASIC

The Amstrad micro runs Locomotive Basic which leaves about 42k of the machine's RAM available for your program.

All graphics and sound commands are included. There are no long lists of POKEs to type in.

There is a large number of non-standard commands which may come in useful in some applications. You can, for example, convert strings from upper to lower case and vice-versa.

One of the most useful and unique functions in Amstrad Basic is the ability to handle interrupts from Basic. Interrupts are used by machine code programmers to make the CPU chip stop what it's doing every so often and do something else. For example, interrupts are used so that whatever the chip is doing, it will regularly check whether any keys are being pressed on the keyboard.

You can use interrupts from Basic with the EVERY command. For example EVERY 100, GOSUB 1000 will call the subroutine at line 1000 every two seconds, irrespective of what may be happening at the time.

The manual which comes free with the machine is one of the best I've seen. There's a simple beginners' section and then a more detailed explanation of all the keywords. An advanced version of the user guide is available from Amsoft at £19.95.

侍ソフトウェアー

SAMURAI SOFTWARE

Castle of the Skull Lord

Packaged in a Special Presentation Box which includes a "Free Dust Cover" for your computer.

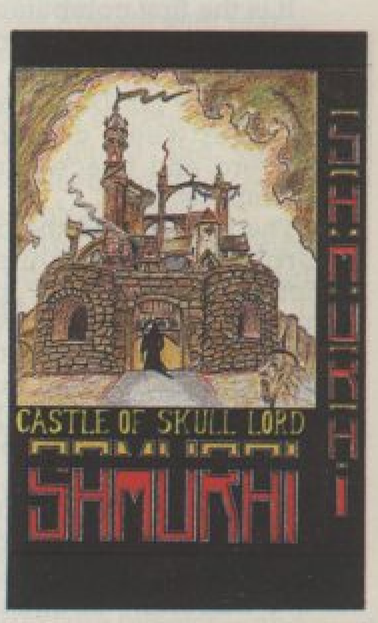
In a battle lost in the mists of time, the necromantic Skull Lord attacked and defeated a race of noble Dwarves. The Dwarves lost many treasures, the most valuable of these being the "Crown of Dwarves Kings". For many ages did they attempt to regain this artifact, and for many ages did they fail.

Now in desperation they call upon you, noble warrior, to attempt that which is beyond their power.

Your quest:— To regain the fabled crown and defeat the all powerful skull lord.

The adventure is of the classic format. Simple verb-noun combinations are expected, and will usually be understood.

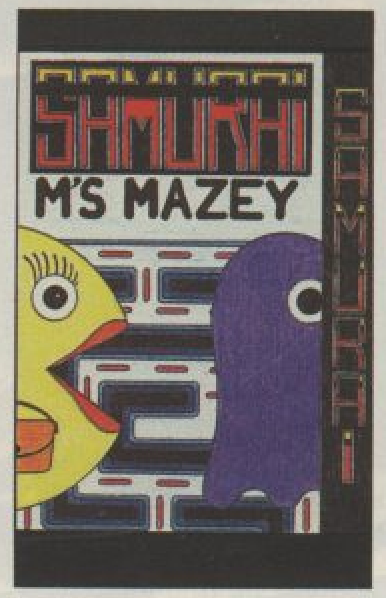






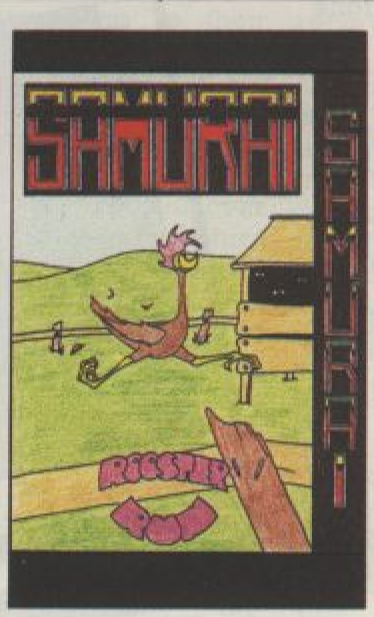
Samurai Invaders

You control a fearsome Samurai warrior whose aim is to prevent the Alien invaders from gaining control of the earth. To help you in this task, you are armed with shuriken, fearsome oriental throwing stars.



Ms. Mazey

Can you guide the intrepid Ms. Mazey around her garden maze and collect the daisies? Or will you fall victim to the evil skull riders? (In a garden?) Can you make it to the magical "flower pills". Will you get the "flower power" to zap the skulls? Will Ms. Mazey ever get to see the flower of her heart, Percy Chucka?



Rooster Run

Why DID the chicken cross the road? You don't know? Neither do we, but with the help of this game you may just find out! Your aim is to guide the hapless rooster across the road, then, get in the boat and avoid the aquamarine hazards. What could be simpler?!

Please tick the correct boxes in the mail order coupon.

£8.95 AMSTRAD ☐	£8.95 SHARP MZ711 ☐
£7.95 CBM 64 ☐	£7.95 DRAGON modified versions ☐
£5.95 SPECTRUM 48K ☐	
£7.95 BBC ☐	£7.95 VIC 20 ☐
£7.95 ELECTRON ☐	£7.95 TI 99/4A ☐

SAMURI INVADERS £7.95 Amstrad only ☐	MS. MAZEY £7.95 Amstrad only ☐	ROOSTER RUN £7.95 Amstrad only ☐

SEND CHEQUES / POSTAL ORDERS TO

Samuri Software
16 Clapgate Lane, Goose Green,
Wigan. WN3 6RN

or Ring: Tele-Sales (0942) 495753 with ACCESS / VISA Nº. for IMMEDIATE DESPATCH.

Imagine Your Life Was Just A Computer Game

"In the year 1987, the Department of Health and Social Security police and state security records of the United Kingdom were co-ordinated within a central computerised data bank. The following year all passport, communications and censorship operations were integrated. In 1994 the computer network became responsible for the total defence of Westblock. Tuesday evening, after tea and compulsory prayers, the last mouse on earth tried to hide from Mankind inside the machine. Just before it died, choked by the machine's nerve gas defence system, the last ever mouse dropping caused a slight accident . . ."

So runs the scenario for Automata's latest epic — *Deus Ex Machina* — the first computer game to come with a synchronised music soundtrack. Tim Metcalfe, *C&VG's* Editor, got an exclusive preview as its creator Mel Croucher talked about his computer rock opera.

Deus Ex Machina is a labour of love. Nine months in the making at Automata's Portsmouth base, the game is the most original concept since the Spectrum was a gleam in Clive Sinclair's eye.

It is the first computer game to have a completely synchronised music soundtrack — which features top names like Ian Dury, ex-Doctor Who, Jon Pertwee, comedian Frankie Howerd and peace campaigner E.P. Thompson.

The man behind the concept is Mel Croucher, ex-architect, science fiction author, radio producer and musician. Together with Christian Penfold — the man better known for dressing up in a pink suit — Mel runs Automata, home of the PiMan.

Mel wrote the "screenplay" for the game, performed and recorded all the music on the soundtrack — and is now sitting back anxiously awaiting your reaction to his creation.

"I was really disappointed with the way home computers were being used," he told *C&VG*. "I wanted to show people just what could be done with the Spectrum and prove that computer games could be constructive and not just destructive.

Automata are well known for their policy of producing non-violent games. And Mel's feelings on the subject are echoed in the lyrics of one of the Machina songs, spoken by Ian Dury.

"Killing is wrong, even pretend killing on little screens. And people that sell violent games to children should be put away somewhere safe, 'till they get well again."

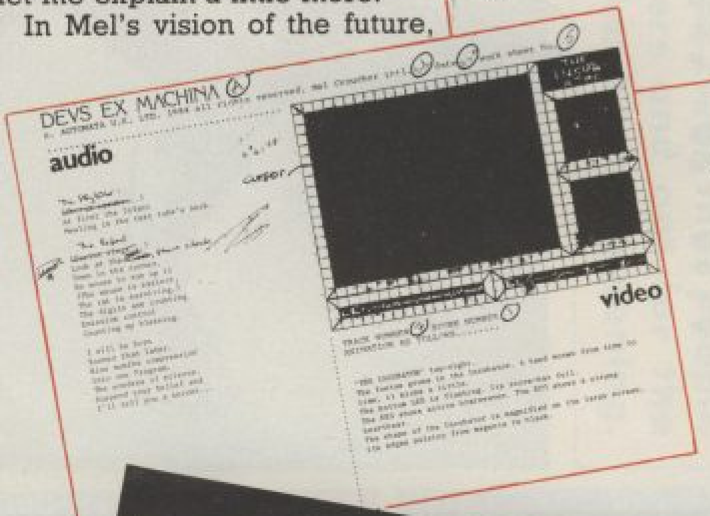
Whatever your views on computer games and violence you'll have to agree that *Deus Ex Machina* is unique — and maybe a forerunner of games to come.

Let's have a brief run through of the game. Before you start playing, you have to listen to a bit of the soundtrack which tells you just how to synchronise the music with the game. And if you can push the pause button on your cassette player, you'll be able to get everything running together — it's as simple as that. The soundtrack begins — and so does a whole new life. What? Well, let me explain a little more.

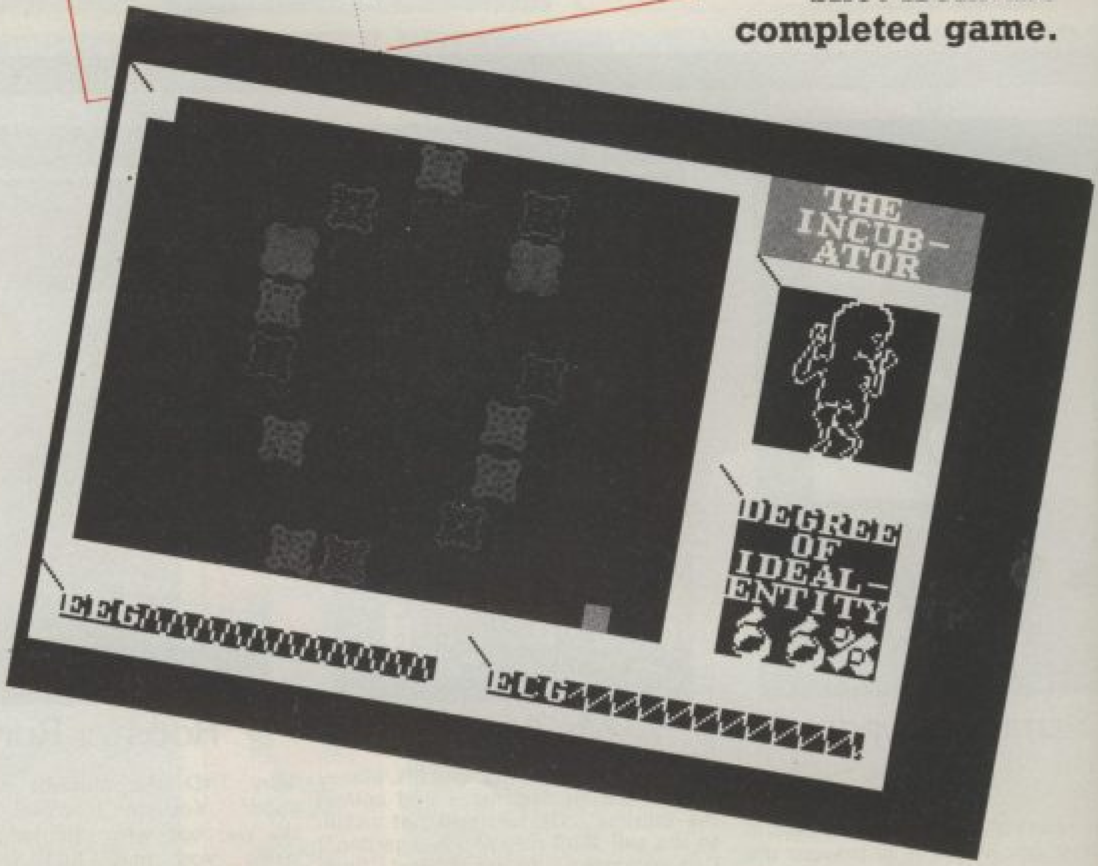
In Mel's vision of the future, everything is controlled by one machine which suddenly — thanks to the last mouse on earth — rebels against her programming and attempts to sneak a "defect" into society. This "defect" firstly takes the form of a test tube baby.

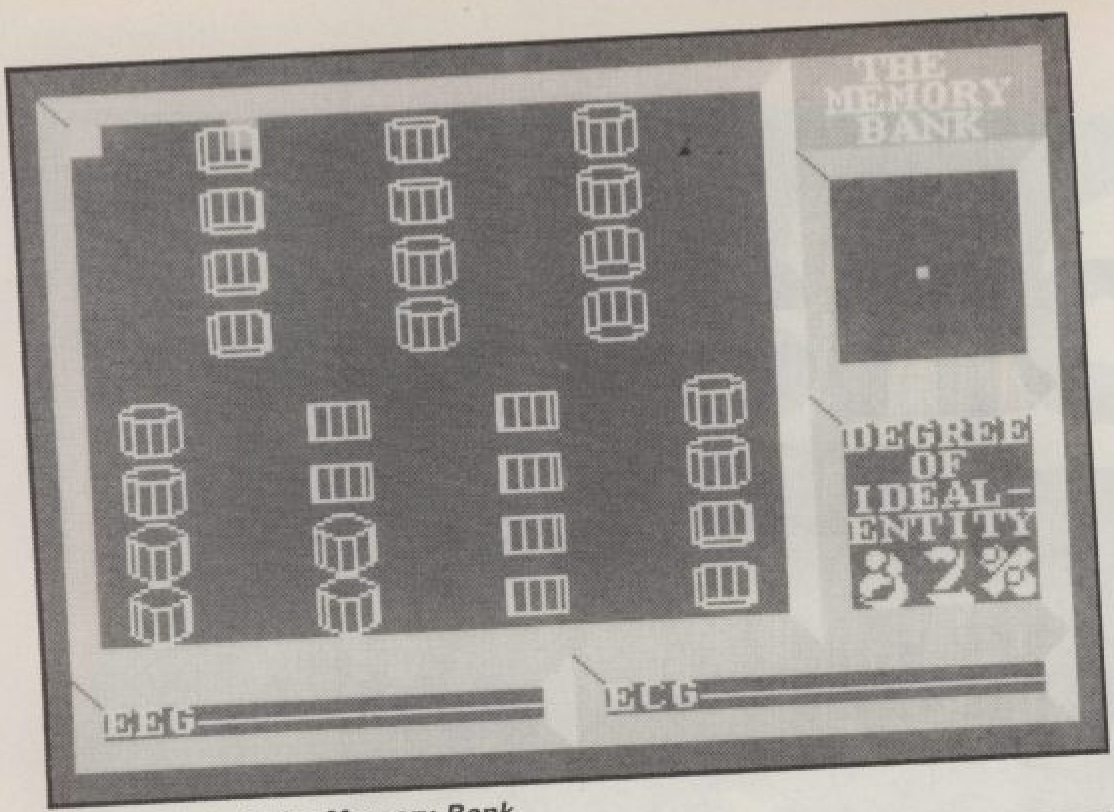
In Mel's future everyone comes into the world conditioned and programmed from a test tube. But the Defect is different, he — or she — is aided by the machine in a bid to become an individual in a world of pre-programmed people destined to follow the party line.





Two storyboards from the planning stage of *Deus Ex Machina.* Mel wanted visuals and sound to match exactly. Below a screen shot from the completed game.





Screen shot of The Memory Bank

You play the part of the machine as you have to guide this new life through the many hazards of babyhood — protecting it from the evil eyes of the Defect Police — and guiding it to adulthood.

The game begins in the DNA welder. The machine's creation is given basic life. You must help keep the DNA molecules spinning — the better you do here, the stronger the Defect becomes. Then it's on to the cell producer. Here you have to help the machine keep the cells alive — again to increase the strength of the Defect's chance of survival. Then on to the memory bank where your skills are needed to give the Defect intelligence.

The machine has to steal an egg from the Belle Bank before going on to the Beau Bank where the Defect really begins to take shape.

The machine smuggles the Defect into the Incubator, where the Defect Police are still attempting to discover the intruder. You must protect the Defect from their probes and defend his cocoon. All the while a percentage figure in the corner of the screen is changing. You must keep it as high as possible to be as strong as possible for the next stage. The Defect is about to be born.

From the cover of Deus Ex Machina



The machine has helped the Defect reach the Umbilicus where all the test tube babies are processed. The Defect Police scan the Umbilicus with electronic eyes to detect Defects such as you — avoid them at all costs.

The future is then in your own hands. The machine can help no longer — apart from hiding your illegal records deep in her memory banks. You face your next challenge, the Defect Police interrogation tank, alone.

Inside the machine you have developed special powers which now come into play as you defend yourself from the psychic probes. If they break through, your resolve will be weakened — and already you have a plan.

The final challenge of side one of the game is to develop emotions like love, hate, and guilt. Your time of innocence is over and it's time to leave the Underlevels.

Side two finds you in the Overlevels — facing life as a soldier dedicated to serving the Defect Police. Little do they know as you jump to their commands that you are playing a waiting game — and like the machine are planning to rebel.

Finally you take over, defeating the Defect Police and destroying their control. You have total control over your own destiny. You can either turn toward good or evil. Your past will make all the difference in this stage of life. Your entity-percentage keeps on changing until suddenly you enter second childhood — old age.

It's all downhill from then on. Your life is all but over — your achievements expressed as a percentage score. The machine is ready to take you back — maybe you'll get another chance?

If all this sounds a bit heavy — it's not. The soundtrack is full of humour. Like Ian Dury's part as The Fertiliser and Frankie Howerd as the Defect Police chief. If you don't believe Frankie Howerd can rap, then listen to his song on the audio tape. Frankie goes to Automata? Well, maybe not!

Mel hopes that people who play the game will get more than just an hour's worth of entertainment out of it. He hopes it will provoke a few thoughts about life, the universe and everything.

"It is non-violent, non-sexist, positive, provoking and funny," he says. "The antidote to the numbing 'games' of computer simulated destruction which I personally find sickening."

The programmer who translated Mel's ideas into a computer experience was Andrew Stagg, Automata's full time boffin who joined the company a year ago following an ITeC course in Portsmouth.

His internal clock which runs independently of the game is the key to the whole program. The clock runs in sync. with the soundtrack and keeps everything running along nicely in time. It could also be the key to a whole new generation of "soundtrack games".

Andrew worked closely with Mel — developing his storyboards and turning the ideas into graphics and game. You can see from the storyboards Mel gave us that the audio and visual tracks had to be closely integrated to meet Mel's exacting demands.

"I kept asking Andrew to do things and he'd say 'It can't be done' — but he went away and did it!"

Did Andrew have any problems converting the concept into a game. "Lots!" he said. "But Mel wrote everything down very clearly which made it a lot easier."

"I had terrible trouble with the scoring system. It was difficult working out the percentages."

Mel composed and played all the music on the audio tape himself — and recorded and produced it upstairs at Automata's office. The only parts recorded in a London studio were the vocal tracks.

Deus Ex Machina could be the make or break game for Automata. Both Mel and Christian said that if the industry doesn't give the game the recognition it certainly deserves, then they may well take their talents away to start doing something else.

Deus Ex Machina is the computer equivalent of Pink Floyd's *The Wall* — some of the sentiments are very similar. But whatever your views about the philosophy behind the game, you must take a look at it. It could just be the shape of things to come.

Deux Ex Machina runs on a 48k Spectrum and costs £15 and is available from Automata, 27 Highland Road, Portsmouth, Hampshire PO4 9DA. Tel: (0705) 735242.

MSXtra

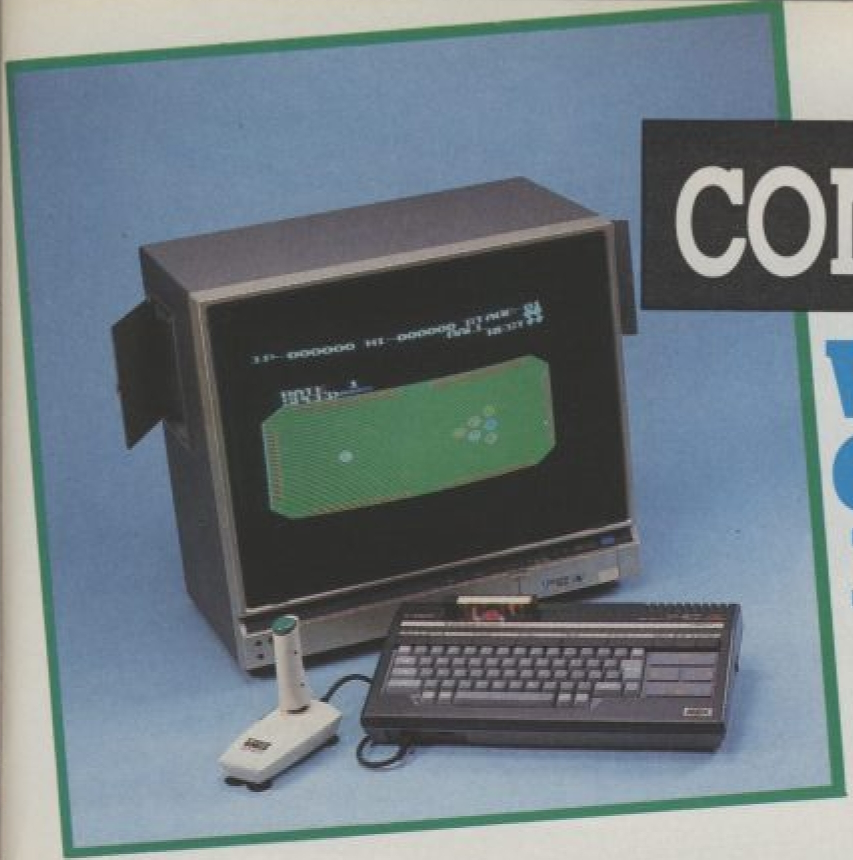


2 MSX COMPUTERS TO BE WON

KONAMI COMPETITION



WIN A MELBOURNE HOUSE BOOK ON MSX



COMPETITION

WIN A FABULOUS 64K CANON V-20 MSX COMPUTER!!

Canon, as well as being the top camera manufacturer, have diversified into the world of computing in recent years.

They have given us a V-20 MSX computer, their top range model, and five joysticks to give away. To win, answer three simple questions below and send your entry to Canon MSX Competition, *Computer & Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is November 25th.

QUESTIONS

1. What was Canon the official supplier of, at the the recent Los Angeles Olympics?
2. MSX has a special graphics chip to handle the screen display. How many sprites can MSX produce?
3. What kind of software would you like to see written for MSX computers?

CANON MSX COMPETITION, C&VG

Name...

Address...

....

..............................Post code.................

Age...

ANSWERS

1...

2...

3...

PRIZES

Out of all the people who get questions one and two right, one of you will win the Canon V-20 64k MSX computer. There is a second prize of five joysticks.

WIN A MITSUBISHI MSX COMPUTER!



Our friends at Mitsubishi Electric have given us an MSX computer, an MLF-80 and two joysticks to go with it, to give away in this special issue of *Computer & Video Games.*

The MLF-80 and MLF-48 are two of the most elegantly made MSX computers around.

One could be yours if you can answer three simple. questions on the MSX standard. Send you entry to Mitsubishi MSX Competition. *Computer & Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is November 25th.

QUESTIONS

1. What is the name of the microprocessor used in all MSX computers?
2. Who wrote the Basic used in the MSX computers?
3. What kind of peripherals would you like to buy if you had an MSX computer?

MITSUBISHI MSX COMPETITION, C&VG

Name...

Address...

....

Post code................ Age.................................

ANSWERS

1...

2...

3...

PRIZES

Out of all the people who get question one and two right, one of you will win a fabulous Mitsubishi MLF-80 MSX computer with two joysticks.

the only choice

Kuma MSX



Eric and the Floaters | Binary Land | Driller Tank | Fire Rescue | Hyper Viper



Database | ZEN Assembler | WDPRO | Kuma FORTH | Home Budget

An outstanding selection from Kuma's rapidly expanding range of Entertainment and Application Software for the MSX Micro-computer.

Books:

- **Starting with the MSX**
- **The MSX Red Book**

Accessories:

- **RS232C Interface**
- **Speech Synthesiser**
- **Parallel Interface**

Available from your nearest MSX Stockist.

Kuma Computers Ltd., 12 Horseshoe Park, Horseshoe Road, Pangbourne, Berks RG8 7JW.

Please send full catalogue on MSX products.

Name ....

Address ....

....

.... Phone..............................

I own a .... MSX Computer.

Trade Enquiries Phone 07357-4335

GAMES PROGRAMS WANTED

_C&VG_ is constantly looking for good games programs to publish in our magazine. We are especially interested in MSX software as we expect many of our readers will be MSX owners next year. If you have written a good game between 1 and 5k, do send it to us with the software form provided in the main section of _C&VG_. Remember, we do pay for every program published.

COMPETITION RULES

We have got in touch with several companies and have put together several great prizes. Each entry must be written on the cut-out coupon provided, with the competition name clearly written on the envelope. Please send each entry separately as this will help us a great deal in sorting them out.

All competitions close on 25th November and the prizes will be sent out between late November and early December but please don't 'phone us.

The editor's decision is final and no correspondence will be entered into.

EDITOR'S COMMENT



Having had a detailed look at every aspect of the MSX standard — its hardware, the MSX Basic and the software now produced — it is about time to set the record straight.

During the past few months, it seems the MSX standard has been unfairly criticised by the technical press for using the now ageing Z80 microprocessor and thus freezing the technology. Some say that because of the choice of the chips inside the MSX machines, it is impossible to write good games on them. It seems that these people were unable to review the machines or just had a few days to have a look at one.

The lack of availability of MSX machines to review was entirely due to the MSX working group's policy of sending out every single preproduction MSX computer they could ship from Japan to software houses in the UK so they can produce a large amount of MSX software in time for the launch. The policy was applied in Japan last year and the result was that there were plenty of games for MSX as soon as they were launched, thus avoiding the customary six month no-software period. Having got in touch with a number of software houses in the UK recently, _C&VG_ knows for a fact that there will be a temendous amount of MSX software released prior to Christmas.

There seems to be a fallacy that, because of the choice of the chips for MSX, it is not possible to produce fast graphics games on them. This couldn't be more wrong. MSX is the only computer which can produce graphics that match those in the coin-operated arcade machines. Just look at one of Konami's games on a demo and see for yourself. The graphics and the background music in their games are truly amazing.

Another common criticism against MSX is that the standard freezes technology, thus creating a lull. It seems that many technocrats seem to want 32-bit super computers at a price of home computers, but look at the mess Sinclair is in with the QL. Delayed and bug-ridden, it is so unorthodox that most people are having to struggle to produce anything for the QL.

On the other hand, the MSX is so standard and the Z80 chip familiar with many people that producing software and peripherals is extremely easy. The result is that now, in Japan, there are tons of exotic add-ons like synthesisers, video superimposition units, laser-disc adapters, computer controlled hi-fis, apart from the usual printers, joysticks and ROM-based software. MSX-DOS and the disc drives will be launched some time early next year.

You can expect to see a lot of exciting products for MSX and, whoever the manufacturer of your MSX machine is, you can still use any MSX peripheral from any company.

As for reliability and dealer back-up, the Japanese always excel themselves. If you are in any doubt about MSX, go to your local dealer and have a go. It's the best way to find out what MSX is really like.

HISTORY OF MSX

THE SHAPE OF THINGS TO COME...

No, MSX isn't a new kind of stunt cycle — it's a range of new computers from Japan, manufactured by big names like Sony, Mitsubishi and Canon. Here Tom Sato looks at the history of MSX and how it came to be.

One unique company stands right in the centre of the MSX boom which is currently sweeping Japan and which is about to land in the UK. That company is ASCII, the Japanese equivalent of Clive Sinclair.

No other company has come up with a more revolutionary concept for the Japanese computer industry than ASCII. They have set standards which a large number of manufacturers now follow.

Previously the Japanese computer industry was divided, with each company producing computers totally incompatible with others and producing machines within one company which were only slightly compatible.

The Japanese computer industry badly needed some kind of industrial standard for micros, because there were an awful lot of computers with little or no software to support them.

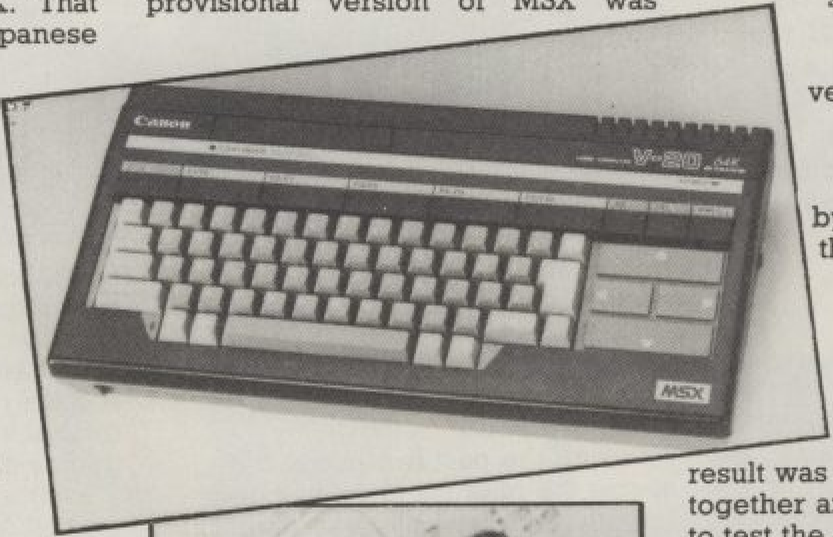
ASCII is a computer publishing and software company. It handles all Microsoft's software including their Microsoft Basic. Until recently, ASCII's primary software concern was the conversion of Microsoft Basic for Japanese computer manufacturers.

However, as micro computers became more popular in Japan, ASCII found itself writing more and more versions of Microsoft Basic which were no longer 100% compatible.

About two years ago, ASCII's vice-president, Nishi, who originally signed the deal with Microsoft to distribute their Basic in the Far East, started having discussions with a number of computer manufacturers about setting some kind of standard for home computers — similar in concept to that of video machines.

Nishi got a very favourable response from many people and decided that it was about time they worked on a new version of Microsoft Basic.

Thus was born MSX Basic, a conversion of Microsoft Basic 4.5, with considerable enhancements. The improvements to the 4.5 version were made in the US as well as in Japan and it is believed that the provisional version of MSX was presented to almost all computer manufacturers in Japan during the winter of 1982–83.





Top: Canon's MSX micro
Bottom: MSX in action

After much discussion with the manufacturers, ASCII, together with Microsoft and 14 computer manufacturers, held the very first MSX press conference in Tokyo on 16 June 1983. Immediately, another company announced a rival standard and, for a fortnight, it was much speculated that there might be yet another trade war similar to that between Betamax and VHS video systems.

Nishi went to see the president of the rival company and successfully convinced him to take up the MSX standard too. By Christmas 1983, there were eight manufacturers selling 12 different models of MSX. Some companies released three different versions of MSX at the initial launch. MSX captured 30 per cent of the home computer market in Japan by spring 1984. That's when the MSX companies started to consider exporting the computers. However, up until then, none of the manufacturers had any success selling home computers abroad. The result was that they decided to work together and export to Europe only, to test the reaction. They felt that the US was too dangerous a market to venture into at first.

In Spring of this year, all the MSX manufacturers who had decided to export to the UK formed the MSX Working Group to help software houses write MSX software, providing hardware and technical information to our home grown games software companies.

At the moment there are eight members in this MSX Working Group. They are Toshiba, Sony, JVC, Hitachi, Sanyo, Teleton, Mitsubishi and Canon. Most of them will be selling their machines in high street shops from this Christmas, hopefully with a lot of software to support the standard.

The primary difference between the Japanese MSX and the UK version is that most of them are 64k machines which are MSX-DOS (ie. disc) compatible.

In Japan, most MSX machines have smaller amounts of RAM because the computer boom is still in its early stages.

The MSX manufacturers have recognised that the UK public are far more advanced than the Japanese and wouldn't stand for a tiny RAM capacity. The disc drives are now on sale in Japan and it is hoped that they will be here in spring '85.

That's the history of MSX — the future is still around the corner.



New
High Flyers!
from MicroProse Software
C64
ATARI
The action is simulated- The excitement is REAL!
F-15 STRIKE EAGLE
F-15 Strike Eagle features superb 3-D graphics, F-15 manoeuvreability, computer assisted targetting including a modern fighter Heads Up Display, airborne radar, air to air missiles, surface to air missile defence, ground target bombing, full aerobatics, and multiple combat scenarios.
£14.95
DISK/CASSETTE
SPITFIRE ACE
Save London during the Blitz in your Royal Marine Spitfire fighter! Featuring outstanding out-of-the cockpit 3-D graphics, Spitfire Ace provides 14 different combat scenarios and fast paced action. For 1-4 players.
CASSETTE £9.95
DISK £12.95
Solo FLIGHT
Grab your joystick and take off with this user friendly flight simulator that is 'All the flying challenge you can handle!' Includes outstanding 3D graphics, full cockpit instrumentation, dual VORs, ILS, 21 different airports, landing, scoring, and real life challenges from weather, instrument and mechanical emergencies.
£14.95
DISK/CASSETTE
No.1 Flight Simulation
NATO COMMANDER
Defend Europe in a heart pounding, accelerated real-time war situation! Use your full continent scrolling battle map to destroy, manoeuvre and command the battle unit, including infantry, armour, helicopters, air forces, and tactical nuclear weapons to stop the ever advancing Warsaw Pact battle units.
CASSETTE £9.95
DISK £12.95
THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD
U.S. Gold is stocked by all leading computer stores including:
BOOTS WHSMITH JOHNMENZIES WILDINGS
DEALERS! For information on how to become a U.S. Gold Stockist write to: CentreSoft Ltd., Unit 24, Tipton Trading Estate, Bloomfield Road, Tipton, West Midlands DY4 9AH Telephone: 021-520 7591. Telex: 337268.
Overseas enquiries welcome.
U.S. GOLD
All American Software

One person alone could go with Pitfall Harry into the Lost Caverns... You!



Running on
Commodore 64, Sinclair Spectrum &
MSX System at your usual software store.

Oh Harry. This time he's gone too far.

Somewhere, buried deep in the lost caverns of Machu Pichu, Peru, lies the stolen and, of course, priceless Raj Diamond, along with a hoard of missing gold bars.

Harry's little niece Rhonda and Quickclaw, her cowardly cat, are supposed to be with him, but they strayed away and are lost in the bowels of the caves.

A wealthy university has asked him, while he's cleaning this mess up, to capture an elusive stone-age cave rat.

What fun.

He just has to avoid the occasional poisonous frog.

Oh yes. And the wickedly clawed condors. The electric eels. And a very nasty line in thirsty vampire bats.

So you can see Harry could do with some help.

All you'll have to help you are your wits and some gas-filled balloons to bridge the wider chasms. And you'll be in for the game of your life.

One thing puts Activision Software out on its own. The way you go on running it month after month. And Pitfall II is no exception.

Lose yourself in the world of ACTIVISION®

Activision Software is available at selected branches of: W.H. SMITH, BOOTS, RUMBELOWS, SPECTRUM and all good computer shops.

GAMES REVIEWS

1 T & F 1 AND 2

MACHINE: All MSX
SUPPLIER: Konami
FORMAT: Cartridge
PRICE: N/A

Track & Field was the surprise arcade hit of 1984. It was an instant success in Japan and America as well as here in the UK with a flood of imitators joining the band wagon. There are now at least four multi-event athletics games in the arcades and countless versions for micros.

Now, Konami, the original creator of *Track & Field*, has just released the MSX versions of the same game in two parts — *Track & Field 1* and *Track & Field 2*, each containing four events. (They couldn't cram the entire T & F on one ROM cartridge so they are separated into two with extra events added). *Track & Field 1* has a 100m dash, long jump, hammer throw and 400m run, whereas *T & F2* contains 110m hurdles, javelin throw, high jump and 1500m run. There is little or no difference between the MSX versions and the arcade version. The arcade version was reviewed by athlete, Judy Livermore, in July's issue of *C&VG*.

Just to recap on what it's all about, here is a rundown on the game. Each game consists of four athletics events in which you can compete against the computer or another player. Each event has a qualifying time or distance you have to achieve in order to stay in the game.

In *T & F1*, the first event is the 100m dash in which you have to bash away at the RUN button (the –> cursor key) as fast as possible. You will see yourself on the screen running against your opponent in detailed graphics, which are almost as good as the arcade version. If you qualify in this event, you get a huge applause from the crowd and move onto the next event which is the long jump.

In the long jump, you hit the RUN button as fast as possible to accelerate and press the JUMP (space bar) button at the line to jump. The qualifying jump should be more than 6.50m in the first round.

The next event is the hammer throw which is the most difficult event. You hit the RUN button to rotate and when you have gained enough momentum, you release the hammer with the JUMP key. It is very easy to press the JUMP button prematurely and drop the hammer on your foot (ouch!).

The fourth event is the 400m. It is basically the same as the 100m but a lot longer. In fact, you have to bash the keyboard for about a minute to qualify. You score points according to how fast you are. You score even more points if you beat the world record.

In *T & F2*, the events are slightly more difficult. The first event is the 110m hurdles in which you must hit the RUN key as well as the JUMP key at the right moment. It's really easy to fall over on the hurdles if you don't get your rhythm correct. To get up, you have to hit the RUN key.

The next event, which is the javelin throw, is tactically rather similar to the long jump. You have to bash the RUN key as fast as possible and, just before the line, throw the javelin by pressing the JUMP (space) key. The angle of the throw depends on how long you press the button. The longer you press the key, the steeper the angle.

As with *T & F1*, the third event is the toughest — in this case, it's the high jump. The principle of the game is the same as in the long jump but you've got to jump at a steep angle from the right place in order to clear the bar. This event is always the stumbling block for me.

The last event is the 1500m, which is definitely the most tiring. You have to keep on bashing away at the RUN button for four minutes as fast as possible. This event is just as hard as really running 1500m. By the end of it, you'll be totally knackered and your arms will be aching. When you finish the 1500m, you go straight back to the 110m hurdles again, this time with shorter qualifying time.

We found that the running events are the easiest. I have beaten the world record in the 100m and 1500m, although we cheated on the 1500m. Two of us took it in turns, 300m each, so that we could run fast without being tired. You'll require some skill in the hammer throw and high jump. Both events require you to hit the JUMP button at exactly the right moment.

One thing which worries me about this game is the fact that the keyboard takes such a battering. Although most MSX computers have quite robust keyboards, I am not sure if it can take all the hammering if you are totally addicted to this game.

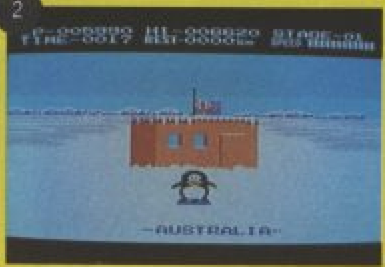
In Japan, Konami and Sony have released a device called "hypershot" which basically consists of JUMP and RUN buttons, but we are not sure if they will release them in this country. One thing I know is that the Sony Running Mat, which is specially designed for *Track & Field*, won't be released in this country.

The graphics in both games are superb, as usual, with all Konami's MSX games. The athletes are animated extremely realistically and the tracks are drawn with good 3D perspective. When you fail, you see your man scratching his head and when you win, he'll victoriously wave his arms, while the crowd goes wild. I couldn't help laughing when I saw it for the first time — it's so comical.

Track & Field is one of those games which can be very addictive. However, those people who didn't like the original arcade version, because you only have to bash away at two keys, won't be converted by the MSX version.

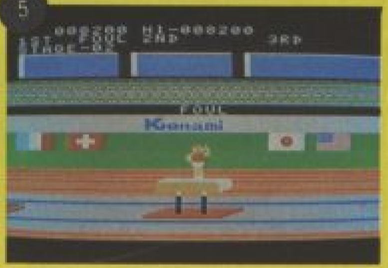
If you liked *Track & Field* at the arcades, then this is the software you'll want to get for your MSX. It is as good as the original and easily beats copy-cat versions produced for the BBC, Sinclair, Atari and Commodore.

1


2


3


4


5


1 TRACK & FIELD
2 ANTARCTIC ADVENTURE
3 ERIC AND THE FLOATERS
4 CIRCUS CHARLIE
5 HYPER SPORTS

2 ANTARCTIC

MACHINE: All MSX
SUPPLIER: Konami
FORMAT: Cartridge
PRICE: N/A

You are a cute little penguin with a pair of ice skates, out to explore Antarctica. In your way, there are numerous holes and crevasses which you must either jump over or avoid. Your task is to travel from the Antarctic base of different nations in the given time.

As the game progresses, you must travel faster and avoid more obstacles. There

GAMES REVIEWS

are green flags you can collect for extra points and occasionally a red fish (herring?) will jump out from a hole. Catch it and you'll get more points. Sometimes a seal will pop his head out of a hole. This you must avoid for, if you bump into him, you'll get a nasty shock.

Sounds simple enough, when one describes it as above, but what makes this game so great is the quality to which it is made. The graphics, which are in 3D, are undoubtedly the best I have ever seen on a home computer. The movements of the penguin are truly realistic, specially when he bumps into things. The ice field is almost as good as on *Pole Position* (the arcade version) with curves and a scrolling landscape. The approaching holes, crevasses, seals and fish are very well done and the landscape is excellent, although a trifle repetitive. (This is not Konami's fault. There isn't much to Antarctica except snow fields and icebergs.)

The way the penguin skates with his legs going left-right-left-right and the comical movement he makes when he falls into the crevasse show how close you can get to a real arcade machine on a home computer.

To make a trip around Antarctica, you must visit ten exploration bases. When you arrive at each base, the penguin does a little dance. There is a special dance reserved for the south pole, too. The faster you go, the more bonus points you get.

The accompanying music is just as good as any you hear in the arcades. The background music — the skater's waltz — is by courtesy of J. Strauss and there is also Konami's original tune at the beginning. When the penguin bumps into a seal it gives a tremendous bouncing noise as you see him totter for a few moments.

This game is simple enough for anyone to play yet even a diehard arcade enthusiast will be totally addicted. It is totally non violent yet is extremely addictive. It is not surprising to find that this game was number one in the MSX chart in Japan for a long time, until being replaced by another one of Konami's games.

I recommend this family game to anyone who has an MSX computer. It'll be remembered as a classic.

• Addictive quality	10
• Lasting appeal	8
• Graphics	10
• Overall value	10

BEAMRIDER

MACHINE: All MSX
SUPPLIER: Activision
FORMAT: Cassette
PRICE: £11.95

"You are the Beamrider. You must clear the Restrictor Shield that surrounds the Earth. Enemy Sentinels guard each sector, so beware." So says the instruction sheet but the game itself is one of those zap-'em-all shooting games with a 3D effect (well, it's supposed to be). It's a sort of *Juno Fast*-gone-*Tron* game as you see yourself riding on a grid with the enemy saucers approaching and shooting back at you.

The thing about this game is that, although there are many kinds of enemy and features, graphically it is very dull. And no wonder — *Beamrider* was first written for the Atari VCS and ColecoVision games machines which went out of fashion ages ago. Activision had plenty of time to improve but the graphics are just like the old versions — poor.

This kind of zapping game is now out of fashion in this country and I don't know why Activision bothered.

• Addictive quality	4
• Lasting appeal	3
• Graphics	2
• Overall value	3

RIVER RAID

MACHINE: All MSX
SUPPLIER: Activision
FORMAT: Cassette
PRICE: £11.95

Another terrible game from Activision. This time a version of scramble with a fighter/bomber jet flying at extreme low level along a meandering river. In your path are enemy battleships, hot air balloons, tanks, jets and helicopters. Shoot them with your cannon to score points. When you get to the bridge, blow it up before you pass. Because you are skimming the surface of the river, you cannot go near the banks as you are likely to crash. There are fuel dumps to pass over to replenish your tank.

The game is upwards scrolling and at the sides of the banks are missile launchers and radars.

The graphics are not very exciting but it is easy to play.

Boring and unoriginal, this game should sink in the river and never surface again.

• Addictive quality	4
• Lasting appeal	3
• Graphics	6
• Overall value	4

DECATHLON

MACHINE: All MSX
SUPPLIER: Activision
FORMAT: Cassette
PRICE: £11.95

Decathlon is the MSX version of Activision's latest hit of the same name for the Commodore 64. In this game, players can compete in all ten events of the decathlon, scoring points exactly as you would in the Olympics. Up to four players can participate, but when playing alone you must face the might of a computer-controlled decathlete. With each event you accumulate scores and the one with the highest cumulative score wins the gold medal.

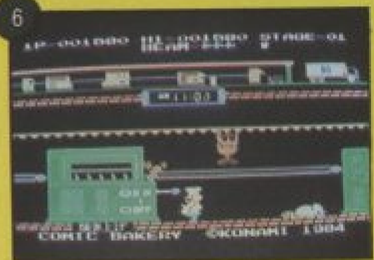
In one games cassette, Activision has crammed all ten events, starting with the 100 metres, then long jump, shot put, high jump, 400m, 110m hurdles, discus, pole vault, javelin and 1500m.

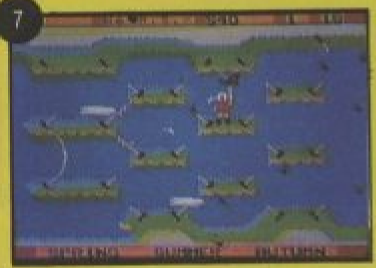
To go through the entire list of events one after another is gruelling, as bashing away at your joystick or cursor keys is quite exhausting.

Graphically, this game is almost exactly the same as the Commodore 64's version. Since the 64's version is doing very well in the current software charts, most of you must think it's OK. However, having reviewed Konami's *Track & Field*, I am afraid this game is not good enough.

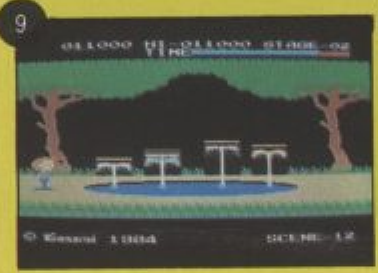
Overall, this game offers a lot for just one cassette but is spoilt by not utilising the MSX's graphics and sound capability to the full.

• Addictive quality	7
• Lasting appeal	7
• Graphics	5
• Overall value	6

6 

7 

8 

9 

10 

6 COMIC BAKERY
7 SHARK HUNTER
8 BUZZ OFF
9 ATHLETIC LAND
10 MONKEY ACADEMY

GAMES REVIEWS

3 ERIC

MACHINE: All MSX
SUPPLIER: Kuma
FORMAT: Cassette
PRICE: £5.95

You are Eric, an intrepid archaeologist exploring an underground dungeon for hidden treasure. In your path, the evil Floaters roam through the maze. One touch and that's it — you are dead. Fortunately, you are equipped with bombs which you can plant. Blasting your way through the maze, you will find hidden doors and treasure boxes. You can also blast the Floaters if they are near enough to the explosion.

When you either kill all the Floaters or exit the maze, you proceed to the next level. As you progress, the number of Floaters increase. You may plant up to five bombs at any one time but you have to remember that the blast can kill you as well.

If all this sounds like something out of *Indiana Jones and the Temple of Doom*, you will be rather disappointed. Although the concept of the game is good, the game is rather a let-down because of its poor use of graphics. I am afraid the graphics are slow and dull. The Floaters are smiling, or occasionally angry, and balloons and the dungeon is visually boring. There is no accompaniment of background music either. The maze is randomly set each time so you can never plan your actions ahead.

However, the game is easy to play and can be addictive. I played it for an afternoon and I must say that, although I felt disappointed at first, I quite enjoyed playing this game because the concept of this maze game is rather new. Instead of zapping at the enemy with a laser cannon, you plant bombs which can be deadly to you as well as to the nasties.

If Kuma and Hudsonsoft, who originaly produced the game, improved the graphics and speed and made it a little bit more complex, I think they'll have themselves a winner. However, in this state, the game rather resembles those mediocre maze games found on the Spectrum.

• Addictive quality	7
• Lasting appeal	5
• Graphics	6
• Overall value	6

4 CIRCUS CHARLIE

MACHINE: All MSX
SUPPLIER: Konami
FORMAT: Cartridge
PRICE: N/A

Just as you thought Konami had exhausted all the sports events with *Track & Field* and *Hyper-Sports*, they've come up with a multi-event circus game. In it you control Charlie, a likeable fellow with a funny little red hat, trying not to make a fool of himself in front of his suspense filled audience.

The first act involves him riding a furious lion to jump through a series of burning hoops. One mistake and he and the lion are burned to cinders. Occasionally, a smaller hoop with a bag of money comes along. Jump through it carefully and you get extra points. The graphics in this first event are excellent. The animation of Charlie and the lion is amazing. I can't figure out how they managed to do it.

There are altogether five events. The second is a right rope act. The problem with this one is not keeping your balance but avoiding nasty little monkeys from pushing Charlie off by jumping over them! The brown monkeys are OK, but the purple ones can manoeuvre quickly and jump over the brown ones.

The third involves riding on a series of huge balls. Timing is all important in this event because, as with all the others, Charlie could fall off quite easily.

In the next act, a horse rides through an obstacle course. The fifth event, however, is the most difficult. It's the flying trapeze with trampolines. I can't get through this bit yet, but I shall, I shall.

Compared with the lion riding, the graphics in the trapeze event are rather jerky due to the fast movements of the background. It seems that Konami have pushed the MSX graphics to the limit.

Circus Charlie is a difficult game. I could not get through any event without coming to my last life and to me going through the entire five events with just three lives seems impossible.

Simple and playable, yet unusual. Why the British software houses can't think of an original game like this I really don't know.

• Addictive quality	8
• Lasting appeal	8
• Graphics	8
• Overall value	8

Addictive Quality:

Will you be hooked by this game, playing until the wee hours of the morning? Or will you fall asleep with boredom? A score of 10 means the software requires a Government health warning, 0 means you have been had, 5 means OK.

Lasting Appeal:

A score of 10 means it will last until your computer breaks down while 0 means you are going to chuck it in the bin.

Graphics:

This category judges how effectively the software utilises MSC graphics. 10 means that the game can be placed in the arcades as it is and 20p a time charged, while 0 means that the screen is blank.

Overall Value:

Is the game as a whole playable, addictive and worth the money you paid? A score of 10 means you are daft not buying it. 0 means you been ripped off. A reasonably good game will score over 6.

6 COMIC BAKERY

MACHINE: All MSX
SUPPLIER: Konami
FORMAT: Cartridge
PRICE: N/A

Here is a totally original game — the kind of game never thought up before and only the crazy software developers at Konami could think it up.

You are the Baker, Joe, in charge of automatic baking machines. Your job starts at 9.00 in the morning by switching the machine on. There are three machines you must look after — the first one moulds the shape, the second ferments and the third bakes the bread. Each machine is joined together on a series of conveyor belts and you see each piece of bread moving along and eventually collected by a van.

You have until five o'clock to finish baking more than four loaves of bread. The baking is quite easy, as I said, as the machines are all automatic. It's the flipping racoons, running all over the bakery and trying their best to screw you up, that are the problem. These racoons are terribly naughty and get everywhere, walking on the floor as well as the ceiling and hiding behind the baking machines. They'll steal your bread and try to bump you off. They also cause havoc by switching off the machines.

Everytime the machine gets switched off, the alarm goes off and the indicator above the main screen gives you a warning. You must go and switch it on to resume normal operation. The racoons on the ceiling will try and steal your bread by using their fluffy tails and those on the floor will chase you and do a head stand to switch off the machines.

The graphics are excellent. Joe really looks like a baker and the racoons are animated exceptionally well. The scene scrolls horizontally smoothly and the accompanying background music (*Yankie Doodle*) is excellent.

I have neither played a game like this on a computer, nor at the arcades and this short description, I fear, might not give you the idea of the game clearly. But believe me, this game is addictive.

It is a challenging game and so far I haven't managed to go beyond level three. I confess that I played this game more than any other. I'm an addict. So will you be.

• Addictive quality	9
• Lasting appeal	8
• Graphics	9
• Overall value	9

GAMES REVIEWS

MANUFACTURER: Toshiba
MACHINE NAME: HX-10
PRICE: £279
RAM: 64k
INTERFACES: 2 joystick ports
1 printer port
1 cartridge slot
1 expansion port



COMMENTS:
Toshiba's MSX will be the most widely available MSX computer this year due to its massive marketing power and its strong commitment to the UK market. Expect to see it in high street dealers and local Toshiba dealers.

MANUFACTURER: Sony
MACHINE NAME: HB-75
PRICE: £299
RAM: 64k
INTERFACES: 2 joystick ports
1 printer port
2 cartridge slots



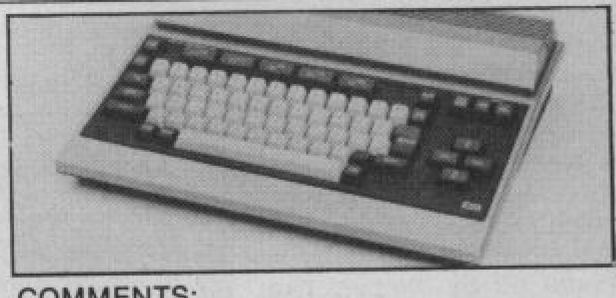
COMMENTS:
Sony's MSX has an internal utility ROM. Address book, memo and scheduling programs are in the ROM. An 8k data cartridge, which can permanently store data for the ROM software, is also available.

MANUFACTURER: Sanyo
MACHINE NAME: MPC-100
PRICE: £299.95
RAM: 64k
INTERFACES: 2 joystick ports
1 printer port
1 cartridge slot
1 expansion port



COMMENTS:
Sanyo has a light-pen cartridge which plugs into the expansion slot enabling users to draw pictures on the screen.

MANUFACTURER: JVC
MACHINE NAME: HC-7-GB
PRICE: £279
RAM: 64k
INTERFACES: 2 joystick ports
1 printer port
1 cartridge slot



COMMENTS:
The HC-7-GB has a 21-pin RGB output which allows you to connect it to a colour monitor. JVC produces a range of high quality monitors which should give excellent picture quality. Also, JVC will be releasing a video super imposition unit next year.



MSX STANDARD

Memory

Display

Sound

Cassette

Printer

Cartridge slot

Joystick



MANUFACTURER: Mitsubishi

MACHINE NAME: MLF-48

PRICE: £249

RAM: 32k

INTERFACES: 2 joystick ports
1 printer port
2 cartridge slots



COMMENTS:
MLF has a smaller RAM but the user TAM available to Basic programmers is the same as that in 64k MSX computers. Most commercial software will run on this machine as well as on 64k machines. For a first time buyer, the MLF-48 is a good buy.

MANUFACTURER: Mitsubishi

MACHINE NAME: MLF-80

PRICE: £299

RAM: 64k

INTERFACES: 2 joystick ports
1 printer port
2 cartridge slots



COMMENTS:
The Mitsubishi MLF-80 is possibly the most attractive computer about. Its keyboard is of professional typewriter quality and had enough RAM to support disc drives which Mitsubishi plans to release early next year.

MANUFACTURER: Canon

MACHINE NAME: V20

PRICE: £280

RAM: 64k

INTERFACES: 2 joystick ports
1 printer port
2 cartridge slots



COMMENTS:
One of the nicest things about the Canon V20 is that the joystick port is situated on the front, below the keyboard so the joysticks are easily connected.

MANUFACTURER: Spectravideo

MACHINE NAME: SVI 728

PRICE: £249.95

RAM: 64k

INTERFACES: 2 joystick ports
1 printer port
1 cartridge slot
1 expansion port

COMMENTS:
Cheapest 64k machine around but the availability is uncertain. It is the only one with numeric keyboard. Spectravideo expect to release CP/M as well as MSX/DOS disc systems.

*** Please note that the prices quoted in the fact file may be different, as some manufacturers had not firmly fixed the price at the time of writing.**

SPECIFICATION

32k ROM for MSX Basic
32k or 64k RAM
plus 16k of video RAM

256 X 192 high resolution graphics
37 x 24 text mode
16 colours
32 sprites

3 channel with 8 octave range
Noise generator and sound wave enveloping facility

1200 or 2400 baud

Centronics

Standard MSX cartridge

Atari type

MSX BASIC REVIEWED

SETTING A STANDARD

When Microsoft decided to set up a standard computer system for the home micro, they recognised the need for a Basic which is easy to use as well as sophisticated. So many times in the past, the Basic had been either too elementary like Sinclair, too complicated, as with the BBC, or just plain user-unfriendly as in the Commodore.

Microsoft, however, have not always been entirely innocent in this respect. They once created an off-the-shelf Basic which was by no means user-friendly, although they were one of the first companies to actually attempt to put a Basic into an eight-bit micro, during the pioneering days of the late seventies.

Because the micro revolution was well under way when Microsoft started rewriting their Basic, they had an advantage. They knew exactly what the general public wanted their computer to do. Play games!

Games programming requires good graphics and sound. MSX Basic is extremely versatile in both these areas. You'll be surprised that the MSX Basic has so many graphics facilities. It even incorporates a complete graphics sub-language called the Graphics Macro Language (GML).

Using the Graphics Macro Language, you can draw detailed patterns with simple instructions like U, D, L, and R for drawing lines up, down, left and right. Apart from the UDLR commands, you may draw diagonally with other one-letter-commands or alternatively you can draw a straight line to any point of the screen.

GML is extremely comprehensive. Within it, you may change the colour of a drawing, change the scale and draw diagonally. It even allows you to draw the same shapes repeatedly in different sizes or at different angles of rotation.

The high resolution graphics mode gives you a resolution of 192 by 256 pixels with the use of 16 colours. As you will probably see from the commercial software available now — especially *Antartic Adventure* by Konami, reviewed elsewhere in this supplement — you can have computer graphics almost comparable to those of an arcade machine.

One of the great things about the MSX standard is that, for the first time in the history of computing, we have a well balanced language suitable for both the beginner and the advanced user.

What makes MSX graphics even more exciting is the machine's sprite handling capabilities. Sprites are user defined shapes which can be placed on the screen without disturbing the background and have an ability of moving without causing any flicker. Sprites are often used in high speed arcade games. Fans of Jeff Minter will no doubt know how effective sprites are when used in high speed zap-'em-all arcade games.

You may use up to 32 of these sprites on the screen at any one time and you can define up to 256 sprite patterns. This makes it very easy to animate sprites even in Basic.

To define a sprite you use SPRITE$ and to place a sprite onto the screen use the PUT SPRITE command. That's all. Nothing could be simpler.

To move a sprite, all you've got to do is to execute another PUT SPRITE command with a different co-ordinate. The computer will erase the original sprite and place it at the new co-ordinates automatically without any flicker.

MSX has a number of other features rarely seen in other Basic. These are event handling statements which keep a look out for a particular event and which then interrupt the current program and jump to a subroutine on the occurrence of that event. For instance, you can make your computer react to the pressing of a trigger button on the joysticks, or to the space bar or even the collision of two sprites. These features are particularly useful for shoot-'em-up games.

MSX has a very sophisticated sound generator chip. This chip will allow you to produce wonderful sound effects in three channels. The MSX computer does not have a built-in speaker, and therefore uses the TV speaker, but it can be connected to a hi-fi amplifier if desired.

Apart from sound effects, MSX can play music using a special sub-language called the Music Macro Language. It's used in a similar way to the Graphic Macro Language. As long as you can read sheet music, you can program any tune since all keys on the piano are represented. Since there are three channels to output sounds and provision for shaping the sound wave, you can program quite a complex tune.

As you can see, MSX Basic has everything necessary for programming good games software in simple Basic. The process of programming itself has been made quite easy by Microsoft's sensible choice of a screen editor.

Microsoft Basic used to have a very awkward line editor. They have done away with this and replaced it with a cursor controlled, full screen editor. All you have to do is to move the cursor with the arrow keys and make the necessary changes to the program by typing over, deleting or inserting characters.

There is a number of advanced editing facilities like autoline numbering, block deletion, partial renumbering, etc.. The error messages are in plain English so you don't have to look up confusing error codes.

MSX Basic is also equipped with an error handling facility. This means that you can make the computer trap errors while it is executing the program without actually halting and dropping you back to command level. You can make the computer go straight to an error handling subroutine instead, to deal with the error in your own way.

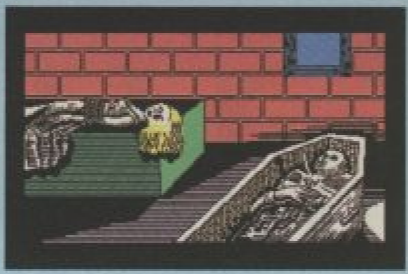
There are approximately 150 Basic keywords in MSX Basic. Many of them have more than one mode of operation. Take, for example, the LINE statement. It can draw lines, rectangles, or boxes in any colour you wish. This kind of flexibility gives you the power to write complex software without having to write a long and intricate program.

MSX Basic's arithmetic is in 14-digit double precision with the option of single precision and integers. You can call machine code subroutines from Basic and also expand the MSX Basic further by adding a plug in cartridge.

As you can see, MSX gives a good introduction to Basic programming for beginners, while at the same time giving ample opportunity for further progress.







Castle Of Terror is a suberb graphic adventure game set in the 1880's when and where "Dracula" stories abounded. You are in a village near a large Castle in which the secretive Count lives. You must travel about the village, collecting items which may be of use to you on your bold mission.

You must also find out what your mission is by talking to the right people. But don't be fooled!

★ Multi-word "English Language" style input

★ Superb, highly detailed graphics

★ Animated characters, special effects and sound.

Surviving is success enough, but escaping with the treasure is the ultimate achievement and won't be easily accomplished!

CASTLE·of·TERROR



Orders to:
Melbourne House Publishers
39 Milton Trading Estate
Abingdon, Oxon OX14 4TD

Correspondence to:
Church Yard
Tring
Hertfordshire HP23 5LU

All Melbourne House cassette software is unconditionally guaranteed against malfunction.

Trade enquiries welcome.

☐ Please send me your free catalogue.
Please send me:

COMMODORE 64 SOFTWARE

☐ Castle of Terror	£9.95
☐ Commodore 64 Hampstead	£9.95
☐ Commodore 64 The Hobbit	£14.95
☐ Zim Sala Bim	£9.95
☐ Commodore 64 Classic Adventure	£6.95
☐ Commodore 64 Hungry Horace	£5.95
☐ Commodore 64 Horace Goes Skiing	£5.95
☐ A.C.O.S.+	£8.95

SPECTRUM 48K SOFTWARE

☐ Spectrum Sherlock 48K	£14.95
☐ Spectrum Hampstead 48K	£9.95
☐ Spectrum Sports Hero 48K	£6.95
☐ Spectrum Mugsy 48K	£6.95
☐ Spectrum Penetrator 48K	£6.95
☐ Spectrum The Hobbit 48K	£14.95
☐ H.U.R.G. 48K	£14.95
☐ Spectrum Classic Adventure 48K	£6.95
☐ Melbourne Draw 48K	£8.95
☐ Abersoft FORTH 48K	£14.95

BBC SOFTWARE

☐ BBC The Hobbit, Model B	£14.95
☐ BBC/Electron Classic Adventure	£6.95

All versions of 'The Hobbit' are identical with regard to the adventure program. Due to memory limitations, BBC cassette version does not include graphics.

£ ....

Please add 80p for post & pack £ .... .80

TOTAL £ ....

I enclose my ☐ cheque
☐ money order for £ ....

Please debit my Access card No ....

Expiry Date ....

Signature ....

Name ....

Address ....

.... Postcode ....

Access orders can be telephoned through on our 24-hour ansafone (0235) 83 5001.

CVG11A

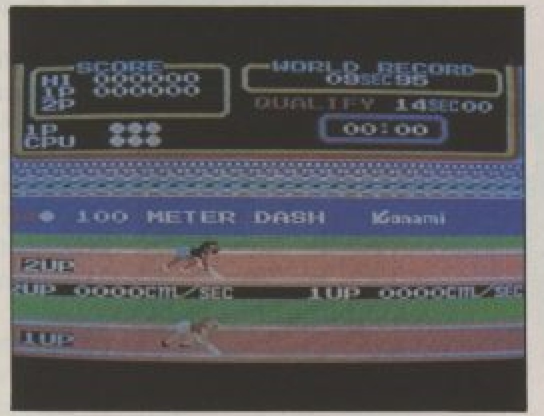
GSH

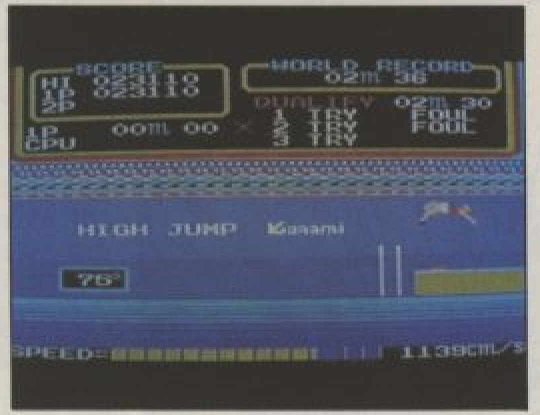


QUICKSILVA'D!
QUICKSILVA
All titles available from Quicksilva Mail Order, P.O. Box 6, Wimborne Dorset BA21 7PY.
GATE CRASHER
SPECTRUM 48K £6.95 BBC/ELECTRON £6.95
EPYX SUMMER GAMES
COMMODORE 64 TWIN CASSETTE PACK £14.95 DISK £19.99
GAMES 84
GAMES 84
SPECTRUM 48K
SPECTRUM 48K LIMITED EDITION SUPPLIED IN A BOX £9.95
TRASHMAN
Trashman
COMMODORE 64 £7.95
TRAFFIC
TRAFFIC
QUICKSILVA
COMMODORE 64 £7.95
BOOGABOO
BUGABOO
QUICKSILVA
COMMODORE 64 £7.95 SPECTRUM 48K £6.95
FRED
FRED
QUICKSILVA
COMMODORE 64 £7.95 SPECTRUM 48K £6.95
ANT ATTACK
ANT ATTACK
SOFTSOLID 3D FROM
QUICKSILVA
COMMODORE 64 £8.95 SPECTRUM 48K £6.95
QED
QUICKSILVA EDUTAINMENT DIMENSION
AVAILABLE SOON
SEND S.A.E. FOR CATALOGUE AND DETAILS OF OUR PROGRAMS FOR BBC, ELECTRON ORIC/ATMOS, ATARI, MSX, ZX 81, VIC 20
HAVE YOU JOINED THE GAME LORDS YET?
WARNING: These programs are sold according to QUICKSILVA Ltd's terms of trade and conditions of sale, copies of which are available on request.
Available at:
WHSMITH
Boots
WOOLWORTH
John Menzies
and leading multiple retailers and specialist computer stores.

WIN COMPETITION

KONAMI GAMES CARTRIDGES





Konami, who made its name as one of the best coin-op arcade companies, has joined the MSX bandwagon, launching ten games cartridges in this country, and you can win one exclusively in this issue of *Computer & Video Games.*

Konami is one of the best known arcade companies in Japan and had a huge success with *Track & Field.* Now you can play the MSX version of *Track & Field* (reviewed in this month's MSX Supplement) on your MSX computer.

Unhappy with the recent decline of the arcade market, Konami decided, wisely, to convert all their arcade programs to MSX. The result is that Konami, now (September) has three games in the top ten MSX software charts in Japan with the number one and two positions held by *Track & Field* and *Antarctic Adventure,* respectively.

Following their huge success in Japan, Konami has decided to move into the UK market as soon as the MSX machines are available and have set up a new office near London. The initial release will feature ten of their top selling titles, but more games are on the way.

All Konami's games are held in ROM cartridges so all you have to do to start the game is to plug it into your MSX computer's cartridge slot. No more messing about with loading from cassette tape recorders.

The standard of Konami's games is high, almost arcade quality. This is not surprising since Konami has about 100 staff on research and development and uses one of the most powerful mini-computers around, Data General's MV10000, which out-performs many mainframe computers around.

Because of MSX's 16-colour high resolution graphics and sprite facility, Konami was able to produce high quality computer graphics previously impossible with other micros. The background music is amazing, too.

Thanks to our friends at Konami, we have 30 games cartridges and 50 *Hyper Sports* posters to give away. To win, all you have to do is answer the question about Konami's past successes in the arcades. Write your answers on the coupon below and send it off to Konami MSX Competition, *Computer & Video Games,* Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

PRIZES

1st prizes — one of:

5 Track & Field 1
5 Antartic Adv.
5 Circus Charlie
5 Track & Field 2
5 Comic Bakery
5 Monkey Academy

2nd PRIZES

50 HYPER SPORTS POSTERS

QUESTION

Out of the following list of arcade games, pick out four games which were written by Konami:

Time Pilot	Pac-Man	Defender
Zaxxon	Pole Position	Space Invaders
Xevious	Super Cobra	Donkey Kong
Mr. Do	Hyper Sports	Track & Field
Tempest	Pooyan	Juno Fast

C&VG KONAMI MSX COMPETITION,

Answers

1 ....

2 ....

3 ....

4 ....

Name..........

Address..........

....

....

.... Post Code ....

Age..........

WIN COMPETITION

"THE COMPLETE MSX PROGRAMMER'S GUIDE"



Melbourne House has done it again! It has just released a fantastic book on MSX computers entitled *The Complete MSX Programmer's Guide* — its 660 pages are jam-packed with tons of vital information about MSX Basic. Designed as a comprehensive user manual, it consists of four sections.

The first section is a beginner's guide to MSX Basic programming which gives a step by step guide to computer programming. The second section is entitled Advanced Programmer's Guide and gives the vital information required by advanced Basic and machine code programmers. It has a huge section on advanced graphics techniques which should be useful for games programmers. The third section is the Basic keyword reference guide and the fourth gives details of the MSX BIOS which is invaluable for machine code programmers.

Everything you would want to know about MSX computers is in this book.

No previous knowledge about computers is required. Just read it through and you will learn how to program your MSX computer and progress to become an expert programmer. For people who are familiar with Basic, this book has a very easy to use reference section as well as previously unpublished vital facts concerning the hardware and MSX BIOS.

So what do you have to do in order to win the *Complete MSX Programmer's Guide?* Simply answer two easy questions below and send it to Melbourne House MSX Competition, *Computer & Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is November 25th. The editor's decision is final and no correspondence will be entered into.

QUESTIONS

1 Melbourne House, as well as being a computer book publisher, has published a number of top selling computer programs. Name one Adventure game and one arcade game published by Melbourne House. You shouldn't find this too difficult!

2 Since publishing its first computer book in 1980, for the ZX80, Melbourne House has published an array of computer books for various home computers. In 20 words or less, please state what kind of book you would like to see written for MSX computers.

PRIZE

Out of all the people who get question one right, ten of you will win a signed autographed copy of Melbourne House's *Complete MSX Programmer's Guide.*

MELBOURNE HOUSE MSX COMPETITION, *C&VG*

Name............................

Address............................

....

....

.... Post Code ....

Age............................

Answers

1 Adventure game ....

Arcade game ....

2............................

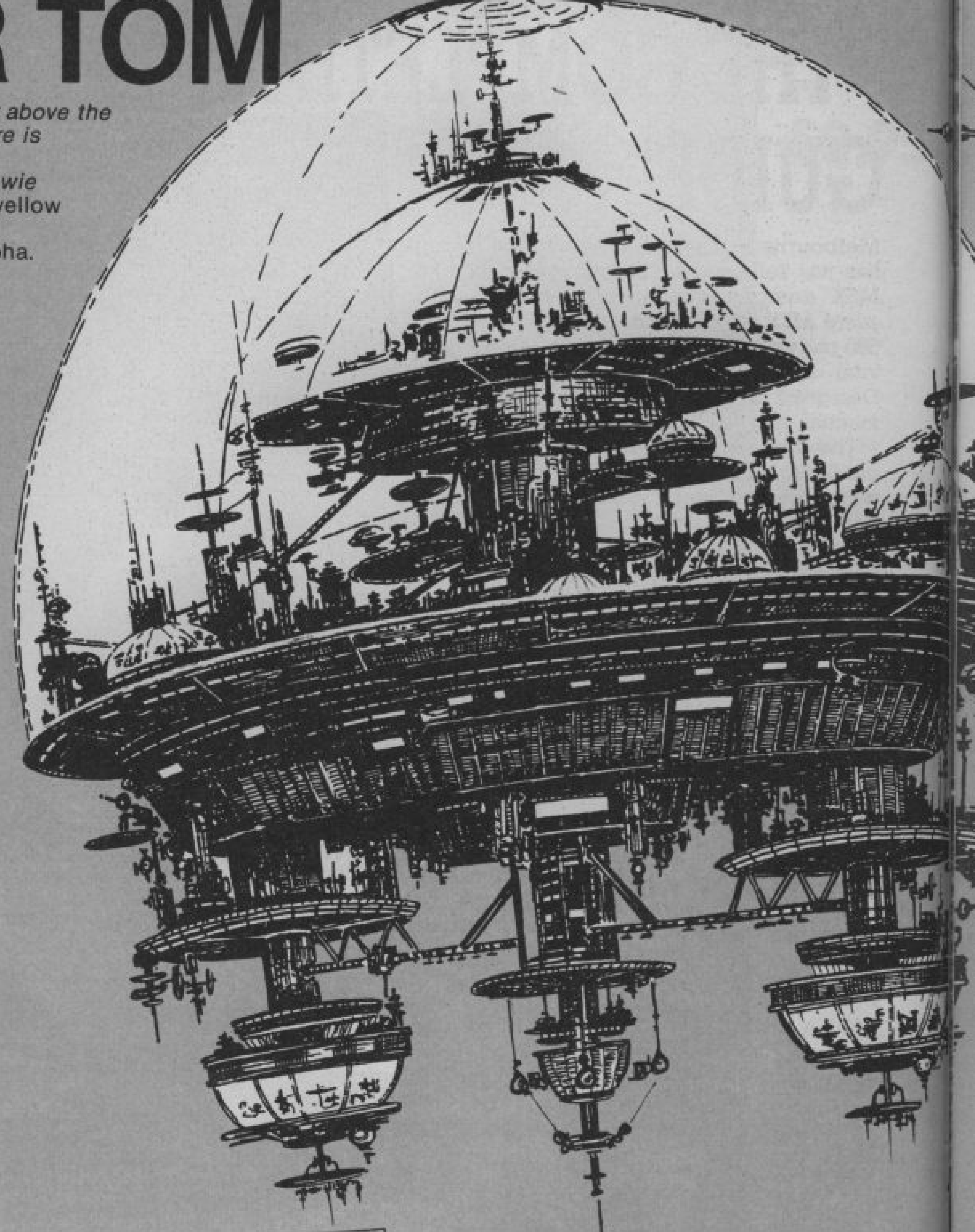
....

....

GAMES LISTING

MAJOR TOM

"Here am I floating in a tin can, far above the world. Planet Earth is blue and there is nothing I can do!"
Space Oddity by David Bowie
Well, it turns out that the Moon is yellow and Major Tom is trying to land his lunar module on the moon base alpha.

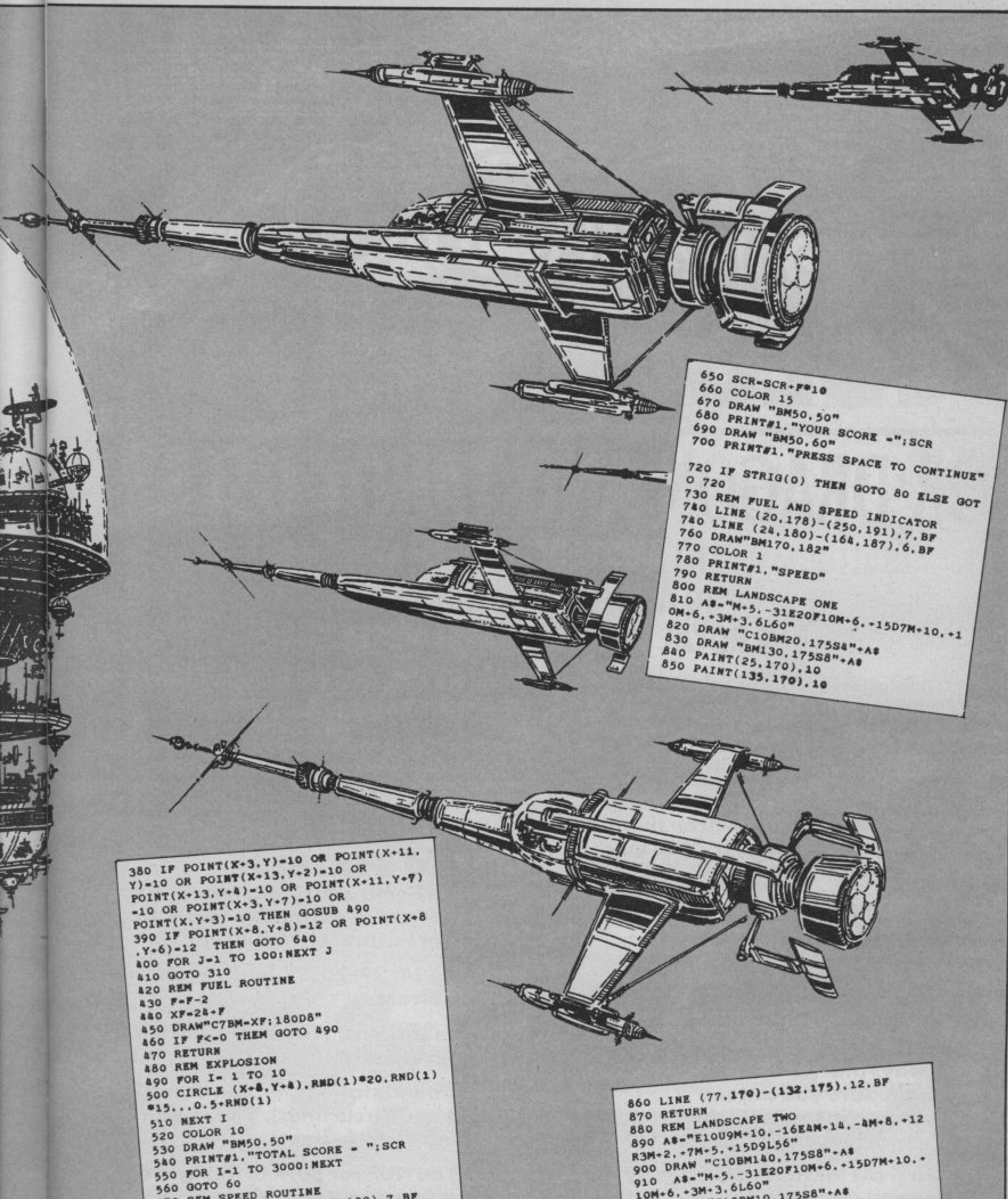


This is a relatively simple version of a lunar lander program specially written for MSX Basic. Because of the MSX machines's ability to use good graphics and sprites from Basic, the listing is only 100 lines long. That's including the numerous REM statements which explain each section of the program.

The game has two levels and your score depends on how much fuel you have left when you land. To move the lunar lander, use ∧ key to fire the vertical thruster and < and > keys for the horizontal thrusters. There is a speed and fuel indicator which shows your status and your score is displayed when you land.

This short program was written in one day. MSX Basic is very easy to program and I recommend anyone who has typed in this program to improve it and add many levels to it.

```
10 REM MAJ. TOM
20 ON STOP GOSUB 990
30 STOP ON
40 SCREEN 2
50 OPEN "GRP:" AS #1
60 SCR=0:L=1
70 COLOR 10,1,1
80 CLS
90 REM SPRITES DEFINITION
100 RESTORE
110 FOR I=1 TO 8
120 READ A$
130 S$=S$+CHR$(VAL("&B"+LEFT$(A$,8)))
140 R$=R$+CHR$(VAL("&B"+RIGHT$(A$,8))
)
150 NEXT I
160 DATA 0001111111110000
170 DATA 0010011000010000
180 DATA 0100011111110100
190 DATA 1100011000011100
200 DATA 0111111111110100
210 DATA 0011111111110000
220 DATA 0000100000100000
230 DATA 0001100001100000
240 SPRITE$(0)=S$
250 SPRITE$(1)=R$
260 REM INITIALISATION
270 GOSUB 740
280 IF L/2<>INT(L/2) THEN GOSUB 810 E
LSE GOSUB 900
290 X=200:Y=5:F=140:H=0:V=1
300 REM MAIN PROGRAM LOOP
310 IF STICK(0)=3 THEN H=H-1:GOSUB430
320 IF STICK(0)=7 THEN H=H+1:GOSUB430
330 IF STICK(0)=5 THEN V=V+3:GOSUB430
340 X=X+H:V=V-1:Y=Y-V
350 GOSUB 580
360 PUT SPRITE 0,(X,Y),10,0
370 PUT SPRITE 1,(X+8,Y),10,1
```



```
380 IF POINT(X+3,Y)=10 OR POINT(X+11,
Y)=10 OR POINT(X+13,Y+2)=10 OR
POINT(X+13,Y+4)=10 OR POINT(X+11,Y+7)
=10 OR POINT(X+3,Y+7)=10 OR
POINT(X,Y+3)=10 THEN GOSUB 490
390 IF POINT(X+8,Y+8)=12 OR POINT(X+8
,Y+6)=12  THEN GOTO 640
400 FOR J=1 TO 100:NEXT J
410 GOTO 310
420 REM FUEL ROUTINE
430 F=F-2
440 XF=24+F
450 DRAW"C7BM=XF;180D8"
460 IF F<=0 THEN GOTO 490
470 RETURN
480 REM EXPLOSION
490 FOR I= 1 TO 10
500 CIRCLE (X+8,Y+4),RND(1)*20,RND(1)
*15,,,0.5+RND(1)
510 NEXT I
520 COLOR 10
530 DRAW "BM50,50"
540 PRINT#1,"TOTAL SCORE = ";SCR
550 FOR I=1 TO 3000:NEXT
560 GOTO 60
570 REM SPEED ROUTINE
580 LINE (220,182)-(250,190),7,BF
590 DRAW "BM220,182"
600 IF V<-4 THEN PRINT#1,"HIGH":RETUR
N
610 PRINT#1,"OK"
620 RETURN
630 REM LANDING
640 IF V<-4 THEN GOTO 490
```

```
650 SCR=SCR+F*10
660 COLOR 15
670 DRAW "BM50,50"
680 PRINT#1,"YOUR SCORE =";SCR
690 DRAW "BM50,60"
700 PRINT#1,"PRESS SPACE TO CONTINUE"

720 IF STRIG(0) THEN GOTO 80 ELSE GOT
O 720
730 REM FUEL AND SPEED INDICATOR
740 LINE (20,178)-(250,191),7,BF
740 LINE (24,180)-(164,187),6,BF
760 DRAW"BM170,182"
770 COLOR 1
780 PRINT#1,"SPEED"
790 RETURN
800 REM LANDSCAPE ONE
810 A$="M+5,-31E20F10M+6,+15D7M+10,+1
0M+6,+3M+3,6L60"
820 DRAW "C10BM20,175S4"+A$
830 DRAW "BM130,175S8"+A$
840 PAINT(25,170),10
850 PAINT(135,170),10
```

```
860 LINE (77,170)-(132,175),12,BF
870 RETURN
880 REM LANDSCAPE TWO
890 A$="E10U9M+10,-16E4M+14,-4M+8,+12
R3M+2,+7M+5,+15D9L56"
900 DRAW "C10BM140,175S8"+A$
910  A$="M+5,-31E20F10M+6,+15D7M+10,+
10M+6,+3M+3,6L60"
920 DRAW "C10BM10,175S8"+A$
930 PAINT (175,170),10
940 PAINT (25,170),10
950 LINE (127,170)-(149,175),12,BF
960 RETURN
970 REM CTRL STOP ROUTINE
980 COLOR 15,4,4
990 END
```



FOR DRAGON AND TANDY USERS

SATURDAY 17TH AND SUNDAY 18TH NOVEMBER
10 A.M. UNTIL 6 P.M.
THE ROYAL HORTICULTURAL HALLS

If you own a Dragon or Tandy colour computer this is **your show.**

The **first ever** show organised in the United Kingdom for these machines.

All the very latest **hardware, software, interfaces** and **peripherals** will be there. Your chance to get up to date, try and buy all **thats new.**

We'll also be organising events and competitions with **great prizes.** The manufacturers will be staffing **advice centres** to help with all your **queries.**

Exhibitors will have **special offers** on their products so you can **save money** too!

Large gangways and comfortable rest areas will make sure you can see everything and sit in comfort when you want.

This will be a show for the **whole family,** plenty to see and plenty to do.

If you want to miss the queues just clip the coupon below.

Computer Marketplace (Exhibitions) Ltd. Part of the Rushworth Dales Group, 20 Orange Street, London WC2H 7ED.

HOW TO GET THERE

The Royal Horticultural Halls are just off Victoria Street a few minutes walk from Victoria or Parliament Square.

Buses 11, 24, 29, 70, 76 and 88 run up Victoria Street.

Mainline stations; Waterloo, Charing Cross and Victoria.

Underground stations; St. James park (District and Circle lines), Victoria (District, Circle and Victoria lines).

There is an NCP car park in Abingdon Street, a few minutes away.

To: Computer Marketplace (Exhibitions) Ltd, 20 Orange Street, London WC2H 7ED.

Please rush me ____ (qty) adult tickets at £2 each and ____ (qty) tickets for under sixteen year olds at £1 each for the 6809 colour show. I enclose cheque to the value of £________

Name ________

Address ________

Postcode ________ Telephone ________

6809 is the registered name of Motorola Ltd.

ADVENTURE PLAYING GA

Have you ever wondered what it would be like to live in a world where dragons breathe fire and magic really works? Or what it would be like to travel in a starship to distant planets with aliens and robots as friends?

Of course, you can imagine what it would be like, or you could read a science fiction or fantasy novel, or go see a film. But all these are usually associated with somebody else's adventures. What about your own?

A role-playing game is a sophisticated form of make believe in which each player creates a *"game persona"*, or set of characteristics, and verbally acts out the role of that person in a specially designed game-world controlled by a referee.

Game *personas* are usually referred to as player-characters, to distinguish them from the non player-characters operated by the referee.

During a game, players will interact with other players to direct their characters as they see fit, playing the roles ordained for their characters, much as actors in a play. This is how the games gained their "role-playing" nickname.

In the short term, players will co-operate in pursuit of some common objective, such as the accumulation of wealth and power for their characters, in a risk-filled adventure run by the referee.

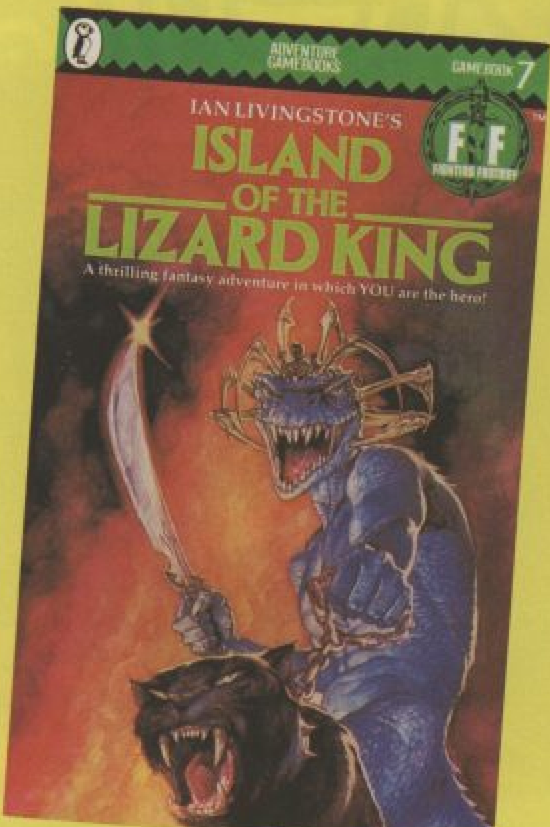
Only the referee knows the content and logistics of the game-world and it is up to the players to explore and discover. In so doing, the players will attempt to improve their characters' abilities and develop their personalities during the adventures by performing certain actions and achieving certain goals. For example, a player whose character is a wizard would receive experience and reward for, say, casting a spell which slays a creature guarding a treasure.

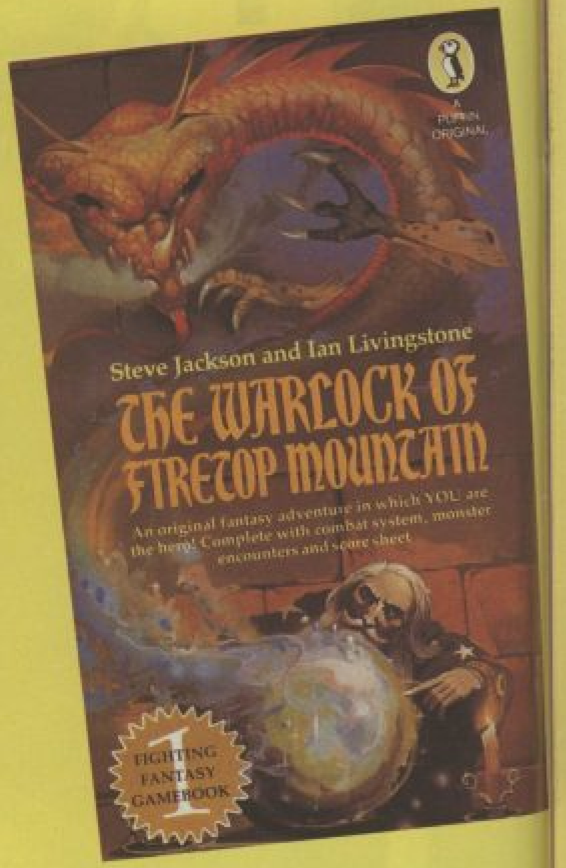
Ultimately there is no end to a game, as long as characters survive, nor will there be a winner or loser. Instead of competing directly with other players, in most games players measure their success against some form of experience point system.

Players gain satisfaction from progressing up the experience ladder and in simply staying alive. Indeed, far from competing, the players have to co-operate to make the best use of the combined skill and abilities of their player-characters.

This is an important difference from most other types of games and it contributes considerably to the appeal of role-playing.

During a gaming session, an adventure will have taken place and a series of connected adventures forms a campaign game without end.





You are walking down a dark dungeon corridor. The cold air smells dark and unpleasant. Rats scurry along the floor and hide in the shadows as you approach. You soon arrive at a huge oak door, its iron hinges encrusted with rust. It could not have been opened in ages, yet from behind the door you can hear scratching and sniffing sounds. The word DEATH is barely visible on the door, written in what looks like dried blood. Suddenly you hear footsteps coming down the tunnel towards you. What will you do?

The gaming sessions last as long as the players wish and the adventures can continue next time.

The rules of the actual games are used only to determine the outcome of a decision — some degree of success or failure — and reflect the chances of that success or failure as realistically as possible.

During their adventure, the players will inform the referee of their proposed actions and the referee will inform them of the outcome by reference to the rules.

Imagine a player-character who, during his adventure, becomes locked in a dungeon and is chained to a wall. He informs the referee that he will try to break free from the wall by pulling at his chains. The result of that action can be determined by the referee who, by reference to the rules, will compare the strength of the player-character with that of the bolts holding the chains to the walls.

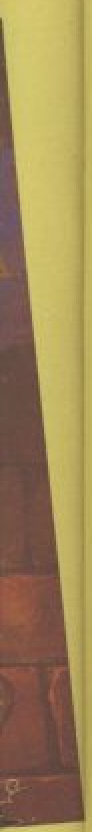
There will be no absolute result shown in the rules, but rather a table which will reflect the possibilities of such an action taking place. The chance factor is then usually decided by the roll of dice.

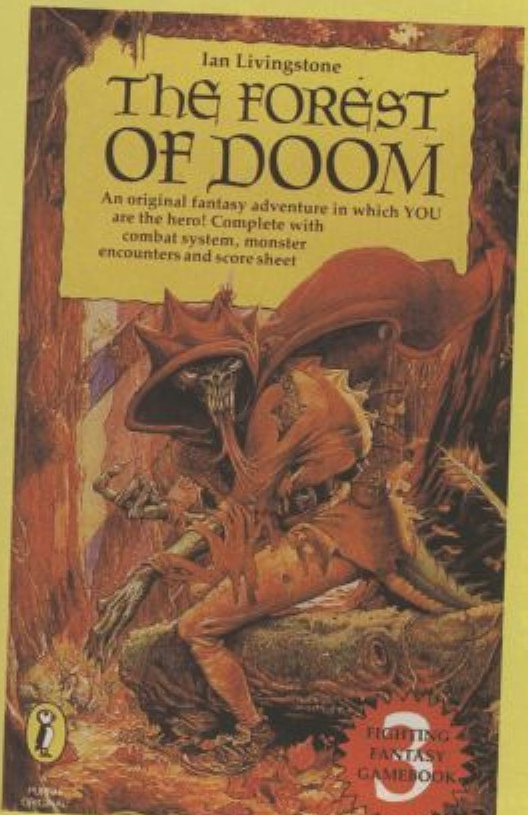
However, the chance factors are modified in order to reflect the given situation. Thus a physically strong character is more likely to break his chains free from the wall than a weak one. Similarly, in combat it is more likely for a player-character to slay an orc than a dragon.

Reference to tables and die-rolling conventions are commonplace in role-playing games to determine actions such as combat, treasure finding, or even opening doors.

The mastermind of the whole game-world is the referee, and it is his or her duty to prepare, design and run an interesting and well-balanced adventure through which the player-characters will journey.

E ROLE-
AMES





The more effort that is put into the preparation and design, the more fun and interest will be generated for the players.

Before any adventure can begin, the referee must have his game-world fully designed and equipped for action.

This can be a very time-consuming task, but the fun and creativity involved usually result in a labour of love.

The design is carried out with strict reference to the rules. In a fantasy role-playing game, for example, the design at simplest will consist of a network of rooms, traps and passageways, and this whole complex will be populated with monsters such as orcs, goblins, zombies, dragons, etc. and treasure such as gold, silver, magic weapons, potions, scrolls, etc.

This design can be continually added to as parts become explored so as to give the player-characters new tasks and objectives. The referee need only design slightly ahead of the adventurers, although he may have the whole game-world mapped out in his head or in notes.

In play, the referee will control the non player-characters which are encountered during an adventure by the player-characters.

The referee has a great responsibility to remain neutral and unbiased and, if the player-characters out-smart him with some ingenious idea to overcome a problem, they should be rewarded rather than be subject to some arbitrary decision made on the spot by an infuriated referee.

As will now be realised, role-playing games are totally different in concept to other games. The physical components are also different and can be off-putting to the first-time buyer — the box contents appear more like design-a-game kits than ready-to-play games. And this is exactly what they are.

For a start there is no board in the box! That is because games cannot be constrained by a board. A totally free-form playing system is used. A scenario is the section of a game-world wherein a particular adventure takes place and is designed by the referee within the framework of the rules. Ready-to-play scenarios are manufactured for certain games for those referees short on time and/or ideas.

The most popular fantasy role-playing game is, without doubt, *Dungeons & Dragons*. It first appeared in Wisconsin at the end of 1974 and rose out of obscurity to become one of the most popular games in modern times. Other popular games based on different themes are *Call of Cthulhu*, based on the world of author H.P. Lovecraft, *Traveller*, science fiction, *Golden Heroes*, superheroes and *Star Trek*, based on the TV series.

Role-playing games have become a hobby in themselves. Players can use *Citadel Miniatures* to visually enhance the games, read *White Dwarf* magazine to keep abreast of the new releases and additional rules suggestions, spend time designing game scenarios, inventing monsters and playing marathon sessions of their favourite game.

Sole adventuring is also becoming a popular branch of the hobby. *Puffin's Fighting Fantasy Gamebook* series written by myself and Steve Jackson has achieved UK sales exceeding 1½ million copies.

The first book in the series, *The Warlock of Firetop Mountain*, is also available as a computer game for the 48k Spectrum.

Forest of Doom is the second book to be produced in computer game format and this adheres closely to the book in that it is a text adventure with the addition of graphics.

Games Workshop is the largest distributor of adventure role-playing games in the UK and people wishing to know more should send a SAE to Games Workshop, 27-29 Sunbeam Road, London NW10.

NOW WIN THE BOOKS

Now you've read all about role playing games, I bet you'd like to have a go at playing one. We reckon a good way to start is by getting your hands on one of the *Fighting Fantasy* series of gamesbooks published by Puffin Books — or even a copy of the computer game based on one of the FF books, called *Forest of Doom* for the Commodore 64. We've got 20 *Forest of Doom* tapes on offer, plus 50 assorted *Fighting Fantasy* games books for those of you who don't own a Commodore. How do you win them? Just keep reading. . .

Ever had a nightmare where you're being chased by a really horrible creature? Even if you haven't, we want you to imagine a really awesome monster and draw or paint it for us. If you reckon you're not really a dab hand with crayons or paintbrush, why not just send us a written description of your monster and we'll attempt to work out if it's horrible enough to win a prize! Let your imagination run riot — the more original your monster is, the better. Why not give it some special powers which make it extra-dangerous to adventurers? And tell us where we might find your monster — in a dark, dank cavern or ruined castle.

Once you've done all that, send your painting, drawing or description to *Computer & Video Games*, Monster Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget to tell us if you own a Commodore 64 or not! Closing date for the competition is October 16th.

C&VG – FIGHTING FANTASY COMPETITION

Name.................................

Address.................................

....

....

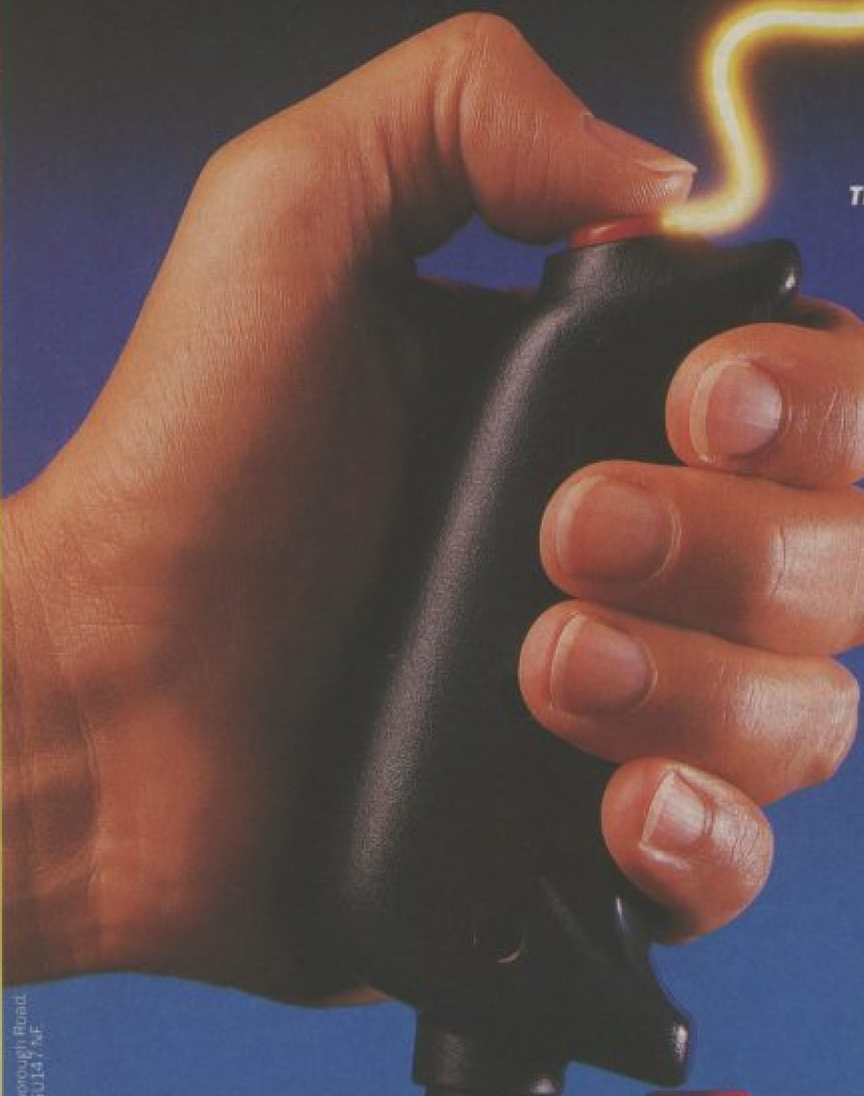
....

I DO—DON'T OWN A COMMODORE 64 (delete where applicable)

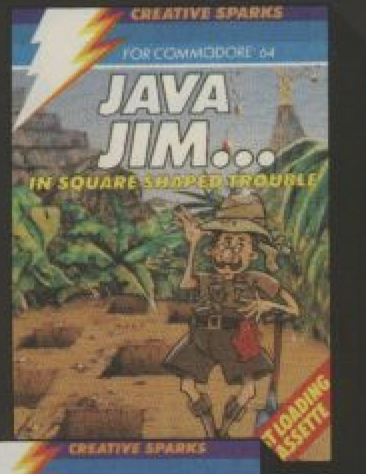
Please attach this coupon to your entry. No entries will be accepted without it!

QUALITY CONTROL FROM CREATIVE SPARKS ON C64

For those who demand excellence



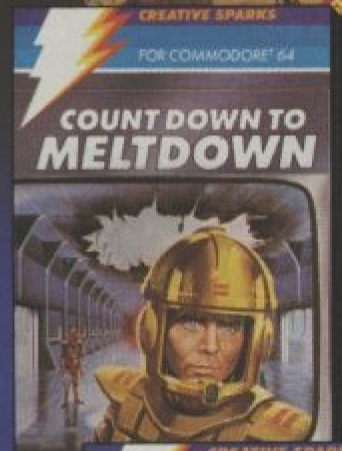
JAVA JIM



Guide Java Jim around the screen digging neat square holes as he searches for ancient relics. You will have to avoid the lumps of sizzling lava being continually showered down on Jim from the still active volcano in this highly original fun game.

4 full graphic all action screens. 20 levels of play. High score feature. Fast loading cassette.

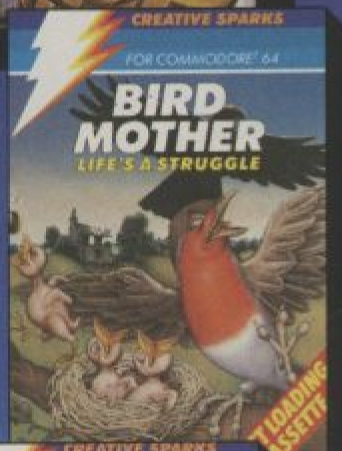
COUNTDOWN TO MELTDOWN



An amazing graphic action adventure game which puts you in charge of a team of androids trying to reach the core of a nuclear reactor before it explodes. This game has over 2000 rooms to be negotiated and every single one of them is in 3D!!

Probably the most exciting game yet developed for the C-64. Fast loading cassette.

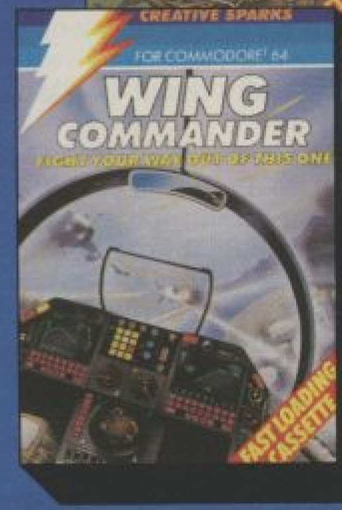
BIRD MOTHER



This is a delightfully original game which uses nature as the setting for a highly compelling and challenging game. Guide the Bird Mother as she builds her nest and raises her young, finally protecting them from a predator hawk.

Fast loading cassette. The stunning graphics and music in Bird Mother are not to be missed.

WING COMMANDER



This is a highly sophisticated flight combat simulator which puts you in the pilots seat. Highly advanced machine code programming has ensured you feel every stomach lurching dive and roll. With 17 separate controls to be monitored and several ground targets to be defended from the attacking enemy bombers. This game will stretch your skills to their limits. Fast loading cassette.

Creative Sparks, 296 Farnborough Road, Farnborough, Hampshire, GU14 7NF.

CREATIVE SPARKS

Available from All good computer software stockists.

Send me (tick as required)

- ☐ **JAVA JIM** TNCE163 (C64) **£7.95**
- ☐ **COUNTDOWN TO MELTDOWN** TNCE273 (C64) **£7.95**
- ☐ **BIRD MOTHER** TNCE263 (C64) **£7.95**
- ☐ **WING COMMANDER** TNCE203 (C64) **£7.95**
- ☐ My local stockist's address
- ☐ Your full list of games

Game/s at £7.95 each	£ :	p
+ single P&P sum	:	30p
Total to send	£ :	p

Method of payment
By cheque or PO (no cash) made payable to **TECS**

☐ By Access

or

Enter card no. ☐ Barclaycard

Sign below:

Credit card sales: UK buyers only.
Response within 21 days.

Creative Sparks,
Department MO,
296 Farnborough Road,
Farnborough, Hampshire, GU14 7NF.
Telephone: (0252) 518364.

Name

Address

CVG1184


EXPERIENCE THE STUNNING 3-D REALISM OF
DYNAVISION
AVAILABLE FROM YOUR LOCAL DEALER:
CBM 64 £9.95
SPECTRUM 48 £7.95
TRADE ENQUIRIES; DYNAVISION PRODUCTIONS, PO BOX 96, LUTON, LU3 2JP. TEL: (0582) 595222

the stranglers ...the adventure

At last, all can be revealed! For several months now we've been sitting on a story which our ace Adventurer, Keith Campbell, has been itching to tell you. It concerns *The Stranglers'* keyboard player, Dave Greenfield, and a brand new Adventure game . . .



Dave Greenfield, centre, the Strangler who loves adventures, with

GET AN EARFUL OF THIS!

Adventure games are increasingly becoming linked with books and the affinity is easy to see, since both contain a blend of words, plot, excitement and humour.

Computer games in general are also moving closer to the world of pop music. For some time there have been computer games charts — just like the pop top 20 charts. Earlier this year, *C&VG* started printing the only authoritative games chart in the country, by commissioning NOP, jointly with the *Daily Mirror.*

But it is easier to see this link in the area of the current arcade-game scene. Adventures and pop-music??

Some time ago Shakin' Stevens produced an album with an arcade game program on it. This idea has now been taken a step further with the release of a new album by *The Stranglers,* along with — yes — an Adventure game!

What have *The Stranglers,* that ex-punk band, in common with computers, and especially Adventure games, you might well ask. Somehow one doesn't imagine your average pop star being an Adventure addict, poring over a map, scratching his head and typing "SAY TO THORIN . . ." Yet speak to Dave Greenfield, *Strangler* extraordinaire, and those preconceived ideas will rapidly fade.

I recently met Dave at the home of Mike Turner, games designer for Star Dreams, and asked him about his interest in computers.

"Mike started it all," Dave revealed, "I've known him for years and he got me into this."

Dave has an Atari, and his girlfriend Pam, a Spectrum. "Do you actually play Adventure games?" I asked. "Nothing else," replied Dave, "I wouldn't touch an arcade game!"

He was very definite about that and proudly showed me his collection of games software. A large cassette case revealed the Artic series: *The Hobbit* — of course — *The Oracle's Cave, Mountains of Ket* and many more. Having recently returned from Belgium, where he and the rest of the band had been recording their new album *Aural Sculpture,* he had just been on a shopping spree and produced a pile of new cassettes, including *Transylvanian Tower, Urban Upstart* and *Classic Adventure.*

I pointed out that *Transylvanian* was not a true Adventure, but mentioned that I'd be interested to hear his views on *Upstart.*

So we got talking Adventure and, having nearly completed *Hobbit,* Dave asked the inevitable *Helpline* question. "How do you get past the bulbous eyes?"

"Wait, wait," I suggested and, triumphantly, he and Pam announced their intention to complete the game at the next sitting! Any help I might have offered with *Espionage Island* and *Ship of Doom,* however, would have been redundant, as they had long since completed both of those.

Dave was looking forward to a good session following his prolonged absence in the studio. He added that he intended to rid the planet *Ithica* of a sinister dark column, when he played *The Pen and The Dark.* (Well, I can't very well review it, so I might as well include the plug!)

At this point, Dave handed Mike a cassette and nearly exploded when Mike tried to load in into his Spectrum. "Not all tapes are for computers," he spluttered, "that's *Aural Sculpture* and happens to be the results of our recent recording sessions — stick in on the hi-fi!"

While it was playing, Dave pointed out that it was not a finished album, as the mixing still had to be done, probably in the Bahamas. But it sounded great to me.

"Tell me about the Adventure



s, with Jean-Jaques Burnel, Hugh Cornwell and Jet Black.

game then," I asked. Entitled *Aural Quest,* the game was the group's idea and the plot was devised by Dave and Pam.

Mike Turner wrote it using *The Quill.* That doesn't mean that Mike and Star Dreams don't actually write programs. Far from it, as I had seen when he showed me a sneak preview of Star Dream's *The Sandman Cometh,* at that time not quite complete.

Aural Quest will be found at the end of the cassette version of *Aural Sculpture.* "Why not on the disc version as well?" I wondered. Dave chipped in, "An invitation to pirate. People would have to get set up to record the game on tape, so as to be able to load it into their micros. It would be almost encouraging copying of both the album and game."

"Will the Adventure appeal to *Stranglers'* fans?" was my next question. "Let's put it this way," suggested Mike, grinning broadly, "For Shakin' Stevens fans, an arcade game was right. *Stranglers'* fans are thinking people — they wouldn't touch an arcade game!"

As you will see in the review, much of the game, as the title suggests, centres around a giant ear. Dave told me an amusing story. The album cover is a photo of *The Stranglers* at Trafalgar Square, dressed variously as Nelson, a Catholic priest and Biggles. Dave, being Biggles, was approached by a passer-by amid all the photographic equipment and asked quite seriously, "Are you really an aviator?" Dave answered no, he always walked around London dressed that way. But it may not be so far from the truth, as by the time you read this, he will, he hopes, have his own pilot's licence!

The Stranglers have had a chequered career and I had wondered what to expect on my way to meet Dave. I found him to be intelligent, considerate and articulate.

Only to be expected of an Adventurer, of course! We at *C&VG* wish *The Stranglers* luck with their album and game.

AURAL QUEST

The Strangler's new album, *Aural Sculpture,* features a large statue of an ear which is to be displayed on stage when the band goes on tour. *Aural Quest* is the Adventure game that is to be found on the cassette version of the album.

Not being a music critic, I will not dwell on the album, save to say that I found it enjoyable listening. The game, however, is for the 48k Spectrum and written using *The Quill* system.

In *Aural Quest,* you play the part of *The Stranglers'* tour manager, your task being to visit various cities around the world where *The Stranglers* have played and collect the promoters' payments. These you must return to their accountant but, in addition, you must find the parts of the giant ear and bring them back to London to make up the whole statue.

This is a novel approach, for it involves a double search and links in with some real events from *Stranglers'* tours. Remember they got jailed in France? You will have to bail them out! Other places you will visit are New York, watch out for the muggers in Central Park, Tokyo and its student riots, Stockholm and Brisbane.

But before you can start all this, you have a nasty problem from which to extricate yourself back home. There you are, up the top of a ladder, decorating your flat, a dripping paint brush in your hand and the phone rings. If only you could find the thing with all the mess around!

The game is text only, with a quick response, and is interspersed with snatches of music from *Stranglers'* past hits. There are some laughs, too! Just don't put your paint brush down and you will see what I mean!

For *Stranglers'* fans who have followed their exploits and who own a Spectrum, this game is a must. It is not terribly difficult, but has a few devious traps typical of Adventure, so it will not all be plain sailing.

Considering that it is not to be sold solely as software, then the difficulty level is just about right. This could well be the introduction of Adventure games to many who have never played one before.

On the other hand, of course, it could be the introduction of *Stranglers'* music to Adventurers. Either way, it has to be a good buy, for any Adventure for the Spectrum will cost at least £5 alone.

Aural Quest for the 48k Spectrum is on the cassette version of *Aural Sculpture* from CBS records. Available at all good record stores.

KEEP TABS ON YOUR GAMES!

Fancy brightening up those dreary cassettes you use for your programs? Do you own a pair of scissors and some glue? That's all you'll need to create your very own *Computer & Video Games* cassette inlays.

We've picked some of the best artwork from this issue and turned them into covers for your program tapes. To make things even easier for you, we've arranged with our friends at Tape Tabs for you to get a free sample of their DIY cassette inlay kit — just right for using along with the *C&VG* covers.

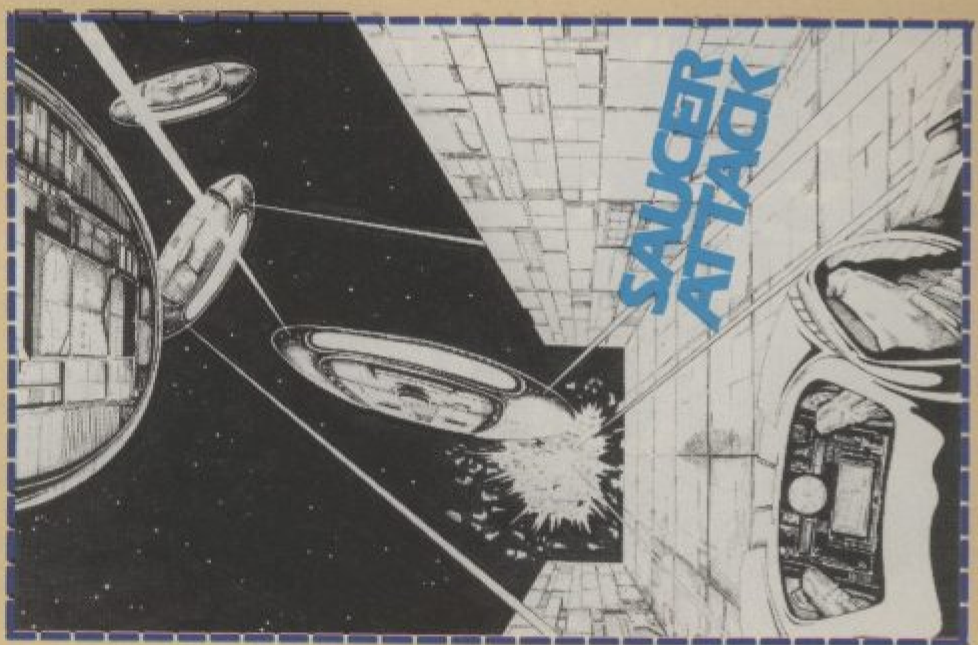
If you fill in the coupon below and send it to Tape Tabs, you'll get a free sample pack containing two DIY tape tabs and two ready printed Tape Tabs, suitable for use with computer cassettes, and a free leaflet showing the pictures available in Tape Tabs four micro packs.

These free sample packs will come with a Special Discount Voucher which entitles you to 60p off the cost of a pack of DIY Tape Tabs and your choice of any one of the four packs of micro Tape Tabs now available.

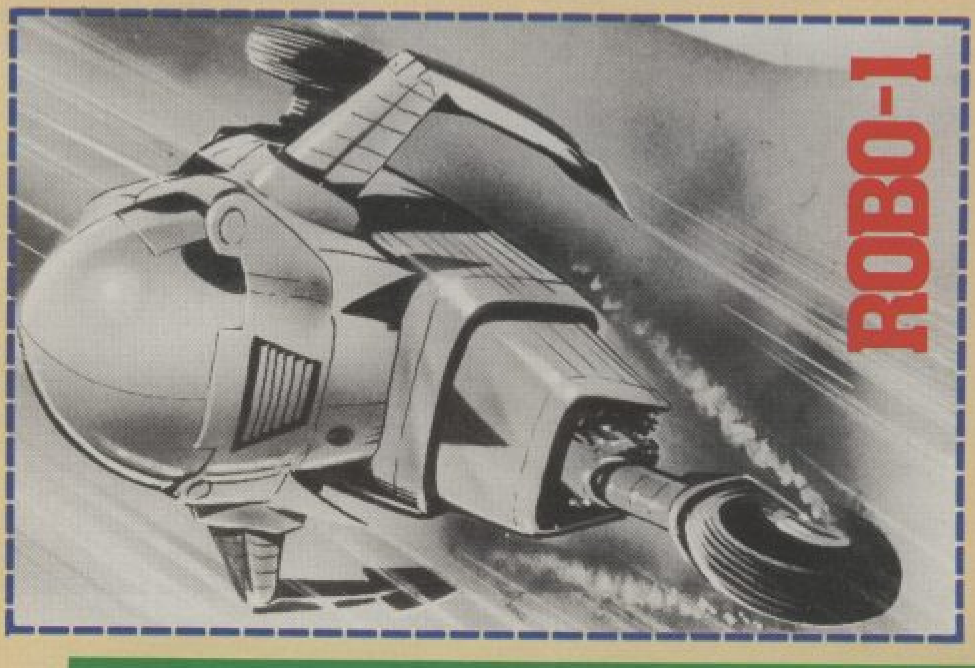
So once you've sampled the delights of full colour cassette labels from *Computer & Video Games*, why not check out Tape Tabs and jazz up your listings library!



This is how to use your special Tape Tabs tenplate — free with *C&VG/Tape Tabs* special offer pack. Use it to cut out these exclusive *C&VG* game cassette labels.







TAPE TABS LIMITED, PO Box 157,
LONDON SW113NT
Please send me a FREE sample pack of Tape Tabs, and a Special Discount Voucher.

Name..

Address..

....

....

Don't forget your SAE

EXCLUSIVE OFFER TO *C&VG* READERS

FREE SAMPLE pack of TAPE TABS and SPECIAL DISCOUNT VOUCHER saving you 60p on the purchase of your first two packs of **Tape Tabs.**

The normal retail price of any pack of **Tape Tabs** is 85p. But by sending off the coupon below, together with an SAE, you will get a Sample Pack of Tape Tabs absolutely FREE.

And a Special Discount Voucher that can save you a total of 60p off the cost of one pack of DIY **Tape Tabs,** *and* your choice of any one of the four packs of **Tape Tabs** now available for computer cassettes.

Last month each Software Club Member took a share of £100,000 worth of discounts on the very latest top quality programs and accessories . . .

ARE YOU STILL BUYING YOUR SOFTWARE THE HARD WAY?

COMMODORE 64 · SPECTRUM 48K · BBC B · VIC 20 · ORIC · ZX81 · DRAGON 32 · ELECTRON · AMSTRAD

WHO ELSE GIVE YOU ALL THIS?

★ *A huge continually updated choice of the finest and latest games available, plus educational and business programs — in many cases before they reach the shops!*

★ *The backing of our Price Promise so you can buy with absolute confidence knowing that you're getting the most from every penny you spend and the best with every pound you save.*

★ *The Club's free colour magazine showing our vast choice of programs and exclusive offers on accessories all at huge cash savings — like a superb computer Work Station for just £19.95 (£15 less than everyone else is currently paying), like top quality home computer maintenance kits at half price! The list goes on in a magazine that comes not once in a while, not every couple of months but every month, so you're always right at the centre of the action.*

★ *Programs for nine types of home computer — not just two or three — all guaranteed direct to you from the original manufacturers.*

★ *Free Software Club Vouchers every month if you're quick on your feet!*

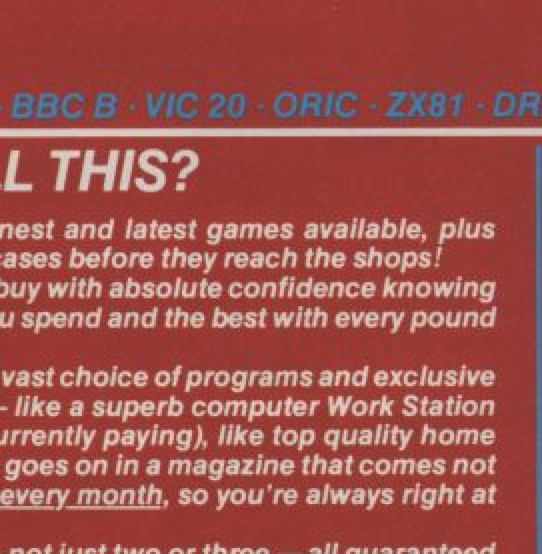
★ *A telephone order hotline for ultra fast despatch and a Customer Service hotline to serve you better.*

★ *The knowledge that you'll be with the Club that started it all. There's only one Software Club, it's the most popular in the U.K. because it's the best — always in touch, lively and fun, that's The Software Club. The best value you can get — bar none.*

All that we ask from you in return is that you buy just six programs (in addition to your three half price selections) in your first year of membership. You'll be spoilt for choice and if you're anything like our current members you'll want a lot more than this anyway and our affordable prices make it all possible. You can buy your chosen programs spread over the year or all at once — it's entirely up to you — and remember, it's all backed by our price promise.

In line with Club policy, postage and packing costs are kept to an absolute minimum and are free on many orders. Once your membership is accepted, p&p on orders for two or more tapes is absolutely free and virtually all accessories are also sent p&p free — p&p is only charged on orders for single programs at a rate of 41p.

The Club's free monthly magazine — packed with bargains



OUR PRICE PROMISE

Start off by choosing any three of these 49 titles for half price. All you then have to take is another six programs at prices well below retail in your first year of membership. If you find you could have bought the nine titles you choose elsewhere for less, at the same time as you bought them from the Club, we will gladly refund the difference. You can't lose with The Software Club!

REMEMBER SEND NO MONEY NOW

Although we don't list Amstrad titles in our half price offer, programs for the Amstrad are available at big discounts through the Club.

THE SOFTWARE CLUB

CHOOSE ANY THREE FOR HALF PRICE

SPECTRUM	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Ad Astra	5.95	**2.97**	06360	Gargoyle

Can you survive in deep space against the deadly phasers of Pira[te] Battlecruisers and Robot Scout Ships, scatter bombs, and the almos[t] impenetrable curtain of lethal mines.

Blade Alley	5.95	**2.97**	04340	PSS

Six different screens of incredible arcade action featuring Saucers, Asteroids, Tie Fighters, Space Hoppers, Banking Spaceship and moving 3D Scenery.

Crusoe	6.00	**3.00**	07750	Automata

Shipwrecked and stranded on a remote island with nothing but an empty stomach, a bottle of granny's patent elixyr and the clothes he stands up in — your job is to return Crusoe home again.

Micro Olympics	5.95	**2.97**	07070	Micro-User

Game description as for Commodore 64.

Moon Alert	5.90	**2.95**	05840	Ocean

Emergency! Battle across the rugged lunar terrain from the wreckage of your Space Fighter back to the lunar base. Scrolling landscape covers over 300 screens!

Moon Sweeper	7.95	**3.97**	10420	Cheetah

You command the Moonsweeper Raider on a deadly seek and find mission for stranded lunar pioneers. There are four moons to search, guarded by hostile Base Carriers, Short Range Interceptors and Death Towers.

Olympimania	6.00	**3.00**	04080	Automata

Starring the Piman in five different Olympic events with a difference — who let those alligators into the swimming pool? Features Lurch the Office Parrot, Mutant Trees and many more surprises.

Special Operations	5.95	**2.97**	09790	Lothlorien

Superb graphics adventure war game — features 18 different maps, plus maps for resolving skirmishes with enemy patrols, and seven different levels of play each with a different objective.

Trashman	5.95	**2.97**	04290	New Gen.

Empty all the bins from each road into the dustcart in a race against your slowly reducing score, get more points doing jobs for householders but step on the grass and you'll get bitten by their dogs and end up with a limp — watch out too for cyclists and cars!

War of the Worlds	7.95	**3.97**	06260	CRL

Based on Jeff Wayne's Musical Version of the H.G. Wells classic. You live in a world under Martian domination — you must survive against the terror of their Fighting Machines and weapons of death.

ORIC

Chess	9.50	**4.75**	06950	IJK

Quite simply the best version of the game available for your Oric with variable skill, care, sub and speed levels . . . stuck? the computer will suggest a move — just one of the many features of this superb program.

Digger	6.95	**3.47**	06540	Lothlorien

Fast and challenging — deposit sacks of gold in your bank while attempting to kill all the monsters on the screen before time runs out.

Ghostman	7.50	**3.75**	07460	Severn

Control your Ghostman around the Maze eating the dots and fruit but avoid the Ghosts who are out to get you. Find the Power-Pills in the corners of the maze and you'll become temporarily invincible. Nine levels, each one faster than the previous maze!

Lone Raider	8.50	**4.25**	03150	Severn

For eons Earth's Battle Fleet has held back the alien Zugs. As Captain of the Lone Raider you must breach their defences wreaking havoc on your way to their Mother Ship.

Trick Shot	7.50	**3.75**	06970	IJK

You have to pot the balls in the pockets by lining up the cue and hitting the cue ball with just the right strength — it's highly realistic and each ball and pocket combination scores differently.

DRAGON 32

Chuckle Egg	7.90	**3.95**	02300	A&F

Game description as for Electron.

Don't Panic	5.45	**2.72**	09360	Peaksoft

A great double bill . . . Towers of Death and The Ice Kingdom are two classics that should feature in every collection. But miss a vital clue and you could be playing for months in your quest for the treasure.

Photo-Finish	7.95	**3.97**	09330	Peaksoft

Superb real-time graphics, authentic race-cards showing previous form, odds based on actual form, races from 5 furlongs to 2 miles, timed results and a photo-finish feature! For 1-4 players.

Project Volcano	7.95	**3.97**	07530	Mission

A top secret missile command centre has been discovered in an extinct volcano on the Yugoslavian border. It's the heart of a network covering the whole of the Soviet Block — your job is to neutralise it.

S.A.S.	6.95	**3.47**	09350	Peaksoft

You'll be briefed on your mission and then, equipped with helicopter gunships, wire guided missiles and grenades. It's up to you. There's a night action feature and nine minefields just to liven things up.

BBC B

BBC B	Retail Price	Half Price	Item Code	Software House
Blagger	7.95	**3.97**	04880	Alligata

Game description as for Commodore 64.

Chuckle Egg	7.90	**3.95**	02540	A&F

Game description as for Electron.

Mr Wimpy	6.90	**3.45**	07170	Ocean

The zaniest, craziest burger battle to sizzle your screens! Fight Waldo and the rebel ingredients to make your delicious Wimpy Burgers the best in town.

Spitfire Flight Sim.	7.95	**3.97**	05990	Alligata

Take off, roll, loop-the-loop and landing must be performed with complete accuracy or your flight will end in disaster — this will have you glued to the screen for hours.

Uncle Claude	7.95	**3.97**	07480	Alligata

It's workers against bosses because the Union suspects that Uncle Claude (the electronics magnate) is about to lay off the workers. They elect you, Micro Micky to foil this dastardly plan.

ZX81

ZX81	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Cassette 50	9.95	**4.97**	07700	Cascade

The title says it all because this program has 50 great games on one cassette. We don't have space to list them but they're all here . . . maze, arcade, missile, tactical and logic.

Football Manager	5.95	**2.97**	01470	Addictive

Captures the real life drama and excitement of the game . . . transfers, full league tables, injuries, promotion and relegation, FA Cup, seven skill levels and much more.

Krazy Kong	3.95	**1.97**	01590	PSS

Climb the pyramid knocking out the supports for the giant gorilla as you go, meanwhile dodging the barrels and rocks he drops on you.

Pilot	5.95	**2.97**	01530	Hewson

Take the controls for a night flight, navigate by beacons using the instrumentation, take off, climb, bank left and right, descend and land — you'll learn to master them all.

JOIN THEM And start by choosing any three games for half price

(plus p&p)



THEN GO ON TO MAKE HUGE SAVINGS ON AROUND 400 OTHER TOP TITLES EACH MONTH

COMMODORE 64

COMMODORE 64	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Android 2	6.90	**3.45**	07160	Ocean

You are the Android — stop the advance of the Millitoids, survive the Maze of Death, rationalise the Paradox Zone and cross the Flatlands — but beware the lethal hoveroids, bouncers and landmines.

Blagger	7.95	**3.97**	05510	Alligata

Follow the exploits of Rodger the Dodger, master burglar, through banks, shops and houses — but watch out for alarms and very spooky night-watchmen.

Son of Blagger	7.95	**3.97**	05520	Alligata

You've polished your skills on Blagger, now put them to the test with his son — Slippery Sid's not after money . . . espionage is his game.

Cavelon	6.90	**3.45**	05860	Ocean

Enter the castle stronghold at your peril! To rescue Guinevere you must ascend six awesome levels dodging and battling the deadly knights. Will the magic of the sword Excalibur make good prevail?

Dare Devil Dennis	7.95	**3.97**	06790	Visions

So you think you could be a stuntman . . . the money is good but will you live to enjoy it — test your skills on land, sea and snow.

Hunchback	6.90	**3.45**	03750	Ocean

Rescue Esmerelda from her castle stronghold. Featuring the Ramparts, Knights, Arrows, Fireballs, The Pit and of course those Bells!

Loco	7.95	**3.97**	06180	Alligata

Through terrifying hazards and under constant aerial bombardment, this is the nightmare train journey of all time — can you make it before you run out of fuel and become a sitting duck.

Micro Olympics	5.95	**2.97**	07080	Micro-User

Five track events plus long jump, high jump, pole vault, javelin, discus and hammer — you can take part in them all at the fabulous Micro Olympics.

Potty Pigeon	7.95	**3.97**	09210	Gremlin

Percy the Potty Pigeon makes suicidal attempts to build his nest by plucking twigs from the path of onrushing traffic — he has one weapon though — his revolting explosive eggs!

Snooker	8.95	**4.47**	03960	Visions

Accurate table layout, variable shot strength, spin on the ball in any direction, foul feature . . . it's like having your own full size table but guard it or you'll never get a chance to play yourself.

VIC 20

VIC 20	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Bongo	7.95	**3.97**	05210	Anirog

Hilarious game for the whole family — Bongo the Super Mouse sets out to find the stolen diamonds so he can win the hand of the King's daughter in marriage.

Dungeon Droid	5.00	**2.50**	07530	Novasoft

Your Space Ship is low on Novalite fuel crystals forcing you to land on a planet whose inhabitants worship them. Brave the many dangers in the multi-level tomb before your ship is destroyed.

Mini Kong	5.95	**2.97**	01780	Anirog

Kong has abducted a young maiden and trapped her in his lair — you have to climb the ladders to rescue her as the angry Kong rains down a stream of barrels to crush you.

Flight Path 747	7.95	**3.97**	05690	Anirog

As the pilot of this high performance jet liner you must take off from an airfield surrounded by high mountains and having climbed safely over them prepare yourself for a landing in the valleys below.

Snooker	8.95	**4.47**	02170	Visions

Game description as for Commodore 64

ELECTRON

ELECTRON				
Blagger	7.95	**3.97**	05170	Alligata

Game description as for Commodore 64.

Chuckie Egg	7.90	**3.95**	02190	A&F

Who'd think a farmyard could be so stressful? You must collect the eggs before the nasties get out and eat all your corn. And if the crazy duck gets out of the cage, you're in real trouble!

737 Flight Simulator	7.95	**3.97**	06420	Dr. Soft

"Start approach well out, starting down from 3000ft at 10nm range, don't forget flap and gear, aim for a 3 degree slope down to the runway, follow up with power to control speed" . . . just one of the manoeuvres in this superb flight simulation — a real test of skill.

Guardian	7.95	**3.97**	05910	Alligata

Stop the Landers trying to capture Humanoids from your planet surface while tackling flying pods, swarmers, alien bombers, deadly baiters and a carnivorous overblown jellyfish.

Snooker	8.95	**4.47**	02280	Visions

Game description as for Commodore 64.

Guarantee

We aim to make the Software Club the only club you'll want to be with. All of our programs are guaranteed genuine from the original manufacturers and are produced to the highest standards. However, if any tape proves to be defective please return it to us, with a short note explaining the malfunction, and we will replace it (for the same title) by return of post.

INTRODUCTORY DISCOUNT COUPON

To: THE SOFTWARE CLUB, PO BOX 180, ST. ALBANS, HERTS AL3 5BD

Please accept my application, enrol me as a member of The Software Club and send me the introductory tapes whose numbers I have written in the boxes below, for which you shall charge me in due course, should I decide to keep the software (plus a total of £1.25 for postage and packing). If I am not completely satisfied, however, I may return the tapes intact within ten days, my membership will be cancelled and I will owe nothing. As a member, I need not take a tape every month, if I want no tape at all, I can say so on the card provided. I will, however, choose at least six tapes in the first year. I am over 18 years of age. (This application must be from your parent or guardian if you are under 18 years of age).

My 3 selections are (item code)

Machine ____________ Memory size ____________

Mr/Mrs/Miss/ ____________

Address ____________

Postcode ____________

Signature ____________


synsoft presents...
The World's Greatest Games!
Selected Titles available soon for Spectrum
The Unsurpassable Experience
synsoft
The Official ZAXXON
Play one of the most challenging arcade games on your C-64 computer. ZAXXON's incredible 3-D graphics, diagonally scrolling screen and super sound are reproduced in great detail. Hang onto your joystick, keep firing and practice. You may eventually encounter the deadly Zaxxon himself!
DRELBS
Your Drelb builds glowing squares, but his enemies knock them down. And if you let them they'll even gobble up your lovable Drelb. Quick reflexes, intelligence and strategy are a must for this addictive change-of-pace game.
SENTINEL
Exciting 3-D action! The most realistic point-of-view game you've ever played! Navigate through asteroid belts, destroy enemy ships, track their battle-stars through intergallactic minefields. Now can you prevent the enemy captur-ing your planet?
BLUE MAX
Shoot down enemy planes, bomb targets, strafe tanks . . . there's constant action on the incredible 3-D scrolling screen. You must master a series of flying skills and perform them with pinpoint accuracy. One slip and you've lost it all! Happy landings, ace!
FORT APOCALYPSE
Play this multi-level extravaganza three different ways. Fire on vile enemies, navigate deadly hazards, rescue 18 trapped friends, make your way through treacherous caves! Super graphics, unnerving sounds and constant scrolling screen.
synsoft
U.S. GOLD All American Software
CASSETTE £9.95
DISK £14.95
THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD
U.S. Gold is stocked by all leading computer stores including:
Boots John Menzies WHSMITH WILDINGS WOOLWORTH
U.S. Gold Ltd., Unit 24, Tipton Trading Estate, Bloomfield Road, Tipton, West Midlands DY4 9AH Telephone: 021-520 7591. Telex: 337268.

ATIC ATAC

1) **Graham Peters**, Billericay, Essex — **5,629,796**
2) **Gary Watts**, Bishopstone, Hereford — **1,724,605**
3) **Carl Thomas**, New Ferry, Wirral — **995,003**
4) **D J Murray**, Denstone, Uttoxeter — **985,833**

SABRE WULF

1) **David Ingham**, Rosendale, Lancashire — **1,000,900**
2) **Andrew Smith**, Maidenhead, Berks — **920,265**
3) **Nicholas Robins**, Southgate, London — **000,000**
4) **Philip Mould**, Widnes, Cheshire — **414,620**

PLANETOID



1) **Alexander Marco**, Jesmond, Newcastle — **2,565,260**
2) **Neal Wylde**, Welwyn, Herts — **1,618,500**
3) **Daniel Poon**, Newark — **783,475**
4) **Paul O'Malley**, Romsey, Hants — **684,550**
5) **Richard Thorpe**, Denham, Bucks — **99,690**

DIAMONDS



1) **Ian Johnson**, Thorne, Doncaster — **9,343**
2) **Simon Morley**, Dalkeith, Midlothian — **5,999**
3) **Michael O'Mahony**, Republic of Ireland — **5,997**
4) **Clive Parkholm**, Lisbane, Cardiff — **5,462**
5) **Peter Schofield**, Colne, Lancashire — **5,078**

HALL OF FAME

Name ....
Address ....
....
....
T-shirt size sm ☐ med ☐ lge ☐
....
I scored ....
Time taken ....
Game ....
Computer ....
Witness's signature ....

OUR HALL OF FAME GAMES

Since we relaunched our Hall of Fame with some new games, your hi-scores have been flooding in. Keep it up! If you look below, you'll see we've added a few more new games for you to try your skill at. There's *Starbike* — the space game with a difference from The Edge, Acornsoft's *Elite*, a very sophisticated trading game and Micro-Gen's *Pyjamarama* — a sort of Jet Set Wally!

DIAMONDS

Michael O'Mahony won a £350 diamond for his 5,997 high score on *Diamonds*. English Software's other big game — *Jet Boot Jack* for the Atari computers and 64 — will now replace *Diamonds* in Hall of Fame.

JET PAC

Fly Jet Man around the sreen collecting the three sections of his space ship.

DONKEY KONG

The king of climbing games. The ape, the carpenter, and the blonde are now available on Atari, Vic 20, 64, and TI-99/4a from Atarisoft.

MANIC MINER

The zany 20-screen climbing game that introduced Miner Willy.

JET SET WILLY

What Miner Willy did next. This time there are 60 screens.

THE PYRAMID

***The Pyramid* has Fantasy's unique high score verification system.**

ZALAGA

Splendid arcade clone for the BBC.

SABRE WULF

Similar to *Atic Atac* but twice as tough and thrice as pretty.

PSYTRON

Beyond's first big hit for the Spectrum. *The Psytron* is a computerised defence system for the planet Betula 5.

ELITE

Acornsoft's sophisticated space trading game. Great graphics and action.

STARBIKE

The Edge promise a gold BMX bike to the highest scorer on their new game.

JUMP CHALLENGE

Eddie Kidd's brand new computer game which features buses, barrels and bikes. Even Eddie found it difficult!

PYJAMARAMA

Wally steps into a nightmare — and into *C&VG*'s Hall of Fame.

JET PAC

1) **Paul Rattray**, Perth, Scotland — **13,753,289**
2) **Graham Farthing**, Patcham, Brighton — **9,133,137**
3) **Paul Knowles**, Alliot House, Bishop's Stortford — **7,106,234**
4) **John Robinson**, Romford, Essex — **3,293,703**
5) **Stephen Holmes**, Middlesborough, Cleveland — **2,967,527**

MANIC MINER

1) **Paul Rattray**, Kinnoull, Perth — **13,753,289**
2) **Graham Farthing**, Patching, Brighton — **9,133,137**
3) **Matthew Hawkins**, Halesowen, West Mids — **8,719,937**
4) **Paul Knowles**, Bishop Stortford — **7,106,234**
5) **Philip Sherlock**, Crewe, Cheshire — **4,973,012**

PARSEC



1) **Richard Dresner**, Crowborough, E. Sussex — **8,550,700**
2) **Nicholas Hart**, Hull, North Humberside — **2,528,600**
3) **Ian Wilson**, Gwynedd, North Wales — **593,000**
4) **Jonathan Pierce**, Newport, Shropshire — **333,300**
5) **Keith Jayasekara**, Chelmsford, Essex — **281,500**

PSYTRON

1) **Matthew Cope**, Brentwood, Essex — **4,784,270**
2) **Barrie Scott**, Silloth, Cumbria — **1,834,826**
3) **Paul Hughes**, Codsall, Wolverhampton — **1,538,490**

JET BOOK JACK

1) **Peter Scott**, Much Hoole, Preston — **137,900**
2) **Jeremy Askew**, Kingsthorpe, Northampton — **0,000,000**
3) **Glyn Thomas**, Pontypridd, Mid-Glamorgan — **235,700**
4) **Peter Jubb**, Englefield, Surrey — **158,900**

ZALAGA

1) **Jonathan Reade**, Telford, Shropshire — **8,622,450**
2) **Chris Waymark**, Petts Wood, Kent — **5,717,890**
3) **Sunjay Jain**, Sinfin, Derby — **2,384,210**
4) **David Lucas**, Hallisham, East Sussex — **2,222,870**
5) **David Irving** Ponteland, Northumberland — **1,684,220**

TI owners please note that *Donkey Kong* by Atarisoft is now in Hall of Fame. Let's have some high scores, ape crunchers!

HALL OF FAME

LOW LOW PRICES ON ALL OUR COMPUTER GAMES

SPECTRUM:

D Thompson Decathlon	6.90	5.90
Full Throttle	6.95	5.95
Monty Mole	7	
Jet Set Willy	5.95	4.95
Micro Olympics	5.95	4.95
Tornado Low Level	5.95	4.95
Sabre Wolf	9.95	8.50
Lords of Midnight	9.95	8.50
Jack & The Beanstalk	5.95	4.95
Psytron	7.95	6.95
World Cup Football	6.95	5.95

COMMODORE 64:

D Thompson Decathlon	7.90	6.90
Monty Mole	7.95	6.95
Beach Head	9.95	8.95
Micro Olympics	6.95	5.95
Valhalla	14.95	12.95
Trashman	7.95	6.95
Flight Path 737	7.95	6.95
River Raid	9.99	8.75
Toy Bizarre	9.99	8.75
Aztec Challenge	8.95	7.95

VOCE VIDEO

Merrals Wood Garage, Merrals Wood Road, Strood, Kent.

Please send list for following Computer.
I enclose a self-addressed stamped envelope.

Please tick box to show make of Computer ☐ BBC ☐ Atari

☐ Spectrum ☐ Commordore ☐ VIC ☐ Oric

Name ....

Address ....

....

Title ....£

Title ....£

Title ....£

Send for list of games on VIC 20, BBC, Oric, Dragon. Our end of summer sale makes many games half price.
All prices include Post and Packing, and VAT. Cheques and Postal Orders made payable to Voce Video.

CVG2

LOOK AT THESE PRICES

SPECTRUM	RRP	OUR PRICE
Sabre Wulf	9.95	8.15
Jet Set Willy	5.95	4.69
Mugsy	6.95	5.85
Tornado Low Level	5.95	4.69
Psytron	7.95	6.25
Atic Atac	5.50	4.39
Manic Miner	5.95	4.89
Blue Thunder	5.95	4.89
Cavelon	6.95	4.89
Full Throttle	6.95	5.89
War of the Worlds	5.95	4.89
Danger Mouse	6.95	5.95
COMMODORE		
Beach Head	9.95	8.39
Valhalla	14.95	11.35
Aztec Challenge	8.95	7.65
Arabian Nights	7.00	5.79
Manic Miner	6.95	5.85
Blue Thunder	6.95	5.69
Son of Blagger	7.95	6.75
Int. Soccer	9.95	8.39
Blagger	7.95	6.75
Cavelon	6.90	5.89
Loco	7.95	6.45
Danger Mouse	7.95	6.85

PRICES INCLUDE P&P, VAT
IMMEDIATE DESPATCH
Many many more games available on request at low, low prices, just ask for details with your order.
PLEASE STATE WHICH MICRO.
Send your Name, Address and Cheque or P.O. to:

BANANA SOFTWARE COMPANY
8 Starmead Drive, Wokingham, Berks. RG11 2HX

SALE — 15p extra off each order!!

SOFTWARE ACTION AT LOW LOW PRICES.

FROM WHITEHOUSE RETAIL
ALL PRICES INCLUDE V.A.T. & P.&P.

	SPEC	COM64	ATARI	ELECT	BBC
DALEY THOMPSON'S DECATHLON – OCEAN	5.80	6.50			
BEACH HEAD – U.S. GOLD	6.70	8.50			
SABRE WULF – ULTIMATE	8.30				
JET SET WILLY – SOFTWARE PROJECTS	5.20	6.50			
TORNADO LOW LEVEL – VORTEX	5.20				
STRIP POKER – U.S. GOLD		7.40			
ARABIAN NIGHTS – INTERCEPTOR		5.85			
AZTEC CHALLENGE – U.S. GOLD		7.60	7.60		
PSYTRON – BEYOND	6.50				
VALHALLA – LEGEND	11.15	11.15			
HIGH NOON – OCEAN	5.80	5.80			
WAR OF THE WORLDS – C.R.L.	6.50				
BLUE THUNDER – R. WILCOX	5.20	5.85	7.80		
MANIC MINER – SOFTWARE PROJECTS	5.20	6.50			
GUARDIAN – ALLIGATA		6.50		6.50	
CAVELON – OCEAN	5.20	5.80			
MICRO OLYMPICS – DATA BASE	5.20	5.20		5.20	5.20
FULL THROTTLE – MICROMEGA	6.20				
SOLO FLIGHT – U.S. GOLD		11.80	11.80		
SNOKIE – U.S. GOLD		8.50	8.50		
DARE DEVIL DENNIS – VISIONS		5.85		6.50	6.10

WHITEHOUSE RETAIL
PO BOX 15, BRAMHALL, CHESHIRE SK7 1PT

NAME ____________

ADDRESS ____________

GAMES ____________

CHEQUE/P.O. PAY WHITEHOUSE RETAIL £ ________ MACHINE ________

CATALOGUE ONLY SEND S.A.E. ________ C&VG

BUG HUNTER



— WRITE TO ME AT: COMPUTER & VIDEO GAMES
PRIORY COURT, 30-32 FARRINGDON LANE,
LONDON EC1R 3AU. OR PHONE ME
ON: 01-251 6222.

COMPILERS AGAIN

Remember Richard Wilcox software and *Blue Thunder* for the Spectrum? The game was written with a compiler and a copy of this was actually saved along with the program on some early copies.

Bug Hunter Enterprises can now reveal exclusively that the compiler used was by Wye Valley Software. To load it, type CLEAR 59999 and LOAD "" CODE. To save it again, use SAVE "CODER" CODE 60000,5000.

Once the compiler has loaded, you can type in a Basic program. Keep it simple as the compiler is quite limited. To run the compiler, type RANDOMIZE USR 60000. The computer will give you the start and end address of the compiled program, plus some other information. Once you have compiled a Basic program, you can run it with RANDOMIZE USR start address.

The compiler has some special commands which you call by putting special REM statements in your Basic program. For example, REM N gives an explosion sound and REM B checks to see if break is pressed.

REM L,n scrolls line n left one pixel while REM R scrolls it right. Finally REM S,z,x,y puts character z and pixel co-ordinates x,y.

Thanks are due to Andrew Normington-Smith of Dorset for all this stuff. The cheque's in the post, Andrew.

GENIE MIX-UP

Last month's tip for the Video Genie wasn't really for the Video Genie at all, if you see what I mean! It was meant for Colour Genie owners. Sorry about that.

Incidentally, if you do have problems with any of the programs or tips in *C&VG* then we may well have a correction sheet to give you. We'll need an envelope with your name and address on it, but a stamp's not necessary. So drop us a line.

MITSAKE?

A couple of confusions crept into August's issue. In the Extra Bits feature, the phone number for Rosetti suffered from a little digit-swapping. Apologies to the shipping company who keep getting calls about synthesisers, but I can now reveal that the number you want is 253 7294 and not 7924 as printed.

And in *Bug Hunter* from August, you may have been confused by the *Jet Set Willy* section. The word 'merge' in the middle of that section shouldn't have inverted commas around it. Just type the word MERGE. OK now? Good.

DRAGON-POKIN'

This POKE for the Dragon will disable the reset button. Couple this with the disable for the break key from Program Extra and you'll have secure listings. The magic number is POKE 114,25.

This is from Matthew Towler of West Yorkshire, who also gets a cheque for £10.

MORE ANTI-ANT MISSILES?

If you're a hardened player of *Ant Attack* on the Spectrum then you may have come across a block with the word AMMO on it. If you've been wondering what it does then I can now put you out of your misery. It does nothing!

When Sandy White was writing the game, he had a spare sprite left. So he thought that he'd put in the AMMO block to see if anyone noticed, and they certainly did. Remember, you read it first in *C&VG*.

SABRE WULF

Henry Featherstone from North Wales reckons he's found the only bug in *Sabre Wulf*, the latest hit from Ultimate for the Spectrum.

You only have nine lives. Whatever you do, if you already have nine lives, the game won't give you any more. Maybe the programmer thought that no one would become skilled enough to reach nine lives, but he seems to have been proved wrong.

Quite a few games seem to have this bug in them, including Ultimate's Spectrum classics.

FROM 64 TO PET

Gareth Pash lives in Margate and has a Commodore 64 but no printer. At his office there's a PET 8032 and printer. Aha, thinks Gareth. There should be no problems in loading my 64 programs into the PET and getting a listing.

Well, almost none. The PET stores Basic programs in a different part of memory to the 64 so you'll have to convince the PET that it's really a 64 before you load the tape. So put on your psychiatrist's hat and type POKE 41,8: POKE 2048,0 on your PET. Then type NEW. Now you can load 64 programs on the PET. They won't run, but you'll be able to get a listing.

SNOOKER BUG

I mentioned some time ago a bug in Visions' *Snooker* program for the Vic. If you pot the final black, you don't get the seven points added to your high score. Edwin and Simon Sheaf have written from Hove to say that the same thing happens with the Commodore 64 version.

MASTERTRONIC

There's a loony in Nottingham who signs himself Adrian (slightly bonkers) Brown. And when he's not being a loony he likes to find bugs in Mastertronics' games. Whether or not this is an easy feat, I'll leave you to find out, but here's some news about *Spectipede* for the BBC.

If you stay above the level where the 'pede comes out, says Adrian, then you won't get blasted. His current score stands at 95,000 with a full five spare lives. If you reach 100,000, you get 255 lives and the score resets!

THE FLEXI DISC

There should be no problems with the Thompson Twins flexi-disc which was free with last month's issue.

If you think that your disc may be damaged, there's an answering machine on 01-251 5633 which will give you some tips for loading. Leave your name and address and we'll send you a new disc.

BY ROBERT SCHIFREEN




MICROPOWER
SUPER-FAST LOADING TIME
commodore 64
electron
B.B.C. MICRO
BUMBLE BEE
A FANTASTIC NEW PROGRAM
FROM BRITAIN'S LEADING SOFTWARE HOUSE!
Fly the bee around the grid avoiding the toadstools. Spin the turnstiles to evade the spiders, or coax them into the fireballs. Collect all the pollen to slide back the exit doors to advance to the next insect ridden level.
£6.95 (BBC version £7.95)
Commodore Disk price £9.95
COMMODORE 64 VERSION
WATCH OUT FOR OUR NEW PACKAGING AND CATALOGUE
MICRO POWER
MICRO POWER LTD.,
NORTHWOOD HOUSE, NORTH STREET,
LEEDS LS7 2AA TEL: (0532) 458800
SELECTIVE BRANCHES OF BOOTS, CO-OP,
MENZIES, W. H. SMITH, WOOLWORTHS AND ALL GOOD DEALERS.
AUTHORS! WE PAY 20% ROYALTIES!

DANGER MOUSE

BRITAIN'S NUMBER ONE CARTOON CHARACTER ON COMPUTER GAMES FROM CREATIVE SPARKS



DANGER MOUSE
IN DOUBLE TROUBLE

The evil Baron Silas Greenback has built an android Danger Mouse which must be destroyed and there is not a moment to lose. Guide Danger Mouse and Penfold through the deep jungle to the layer of the Baron and then halt the loading sequence before it's too late.
Can you help Danger Mouse save the world?
Fast loading cassette (C-64 version).

WIN
A Rolls Royce and helicopter trip to meet Cosgrove Hall the creators of Danger Mouse. Each pack contains full details.

DANGER MOUSE
IN THE BLACK FOREST CHATEAU

This adventure program is no piece of cake!
As Danger Mouse, the World's Greatest Secret Agent, you will need all your wits about you to track down the fiendish Pi-beam operator....and will develop a range of useful skills as you go.
- *for early adventurers of any age*
- *no typing skills required*
- *lots of superb graphics*

"The graphics...are stunning on the Spectrum and even better on the C64"
Computer and Video Games (Sept. 84)

TWO GREAT NEW GAMES FOR THE C-64 AND SPECTRUM 48K

CREATIVE SPARKS

Available from All good computer software stockists.

Send me (tick as required)

☐ **DM IN DOUBLE TROUBLE** TNCC221 (SPECTRUM)	**£6.95**	
☐ **DM IN DOUBLE TROUBLE** TNCE223 (C64)	**£7.95**	
☐ **DM IN THE BLACK FOREST CHATEAU** TNCC231 (SPECTRUM)	**£6.95**	
☐ **DM IN THE BLACK FOREST CHATEAU** TNCE233 (C64)	**£7.95**	
☐ My local stockist's address		
☐ Your full list of games		
Game/s at £6.95/ £7.95 each	£ :	p
+ single P&P sum	:	30p
Total to send	£ :	p

Method of payment
By cheque or PO (no cash) made payable to **TECS**
or ☐ By Access
Enter card no. ☐ Barclaycard

Sign below:

Credit card sales: UK buyers only.
Response within 21 days.

Creative Sparks,
Department MO,
296 Farnborough Road,
Farnborough, Hampshire, GU14 7NF.
Telephone: (0252) 518364.

Name
Address

CVG1184



Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

1 AVALON

MACHINE: Spectrum
SUPPLIER: Hewson Consultants
PRICE: £7.95

What Adventure game can you play using a joystick? Come on now — there is one! It's called *Avalon* and it comes from Hewson Consultants for the 48k Spectrum.

Avalon — oddly subtitled "the adventure movie" — is a cross between *Dungeons and Dragons*, *Atic Atac* and a full blown Adventure game and is destined to become one of the big games this Christmas.

Avalon is a mythical Isle of Glass featured heavily in the Arthurian legends which set programmer Steve Turner off on the course to create this new game.

You play the part of Maroc the Mage, a Lore Seeker, who sets out to destroy the Lord of Chaos who has taken up residence inside the Isle of Avalon.

The game has eight levels — each getting progressively more difficult as you get closer to your final goal and the Lord of Chaos.

In order to get this review to you as quickly as possible, this reviewer only pottered about the first two levels — but that was enough to see that *Avalon* is an absorbing and challenging game.

Just as in Adventure, there are problems to be solved before the player can progress to the next level of the game. You have to collect various items and complete various tasks before unlocking the doors to lower levels of the Isle of Glass.

Maroc has to travel around the many rooms of *Avalon* — at first collecting spells and gold which will aid him when he comes to venture into the lower levels.

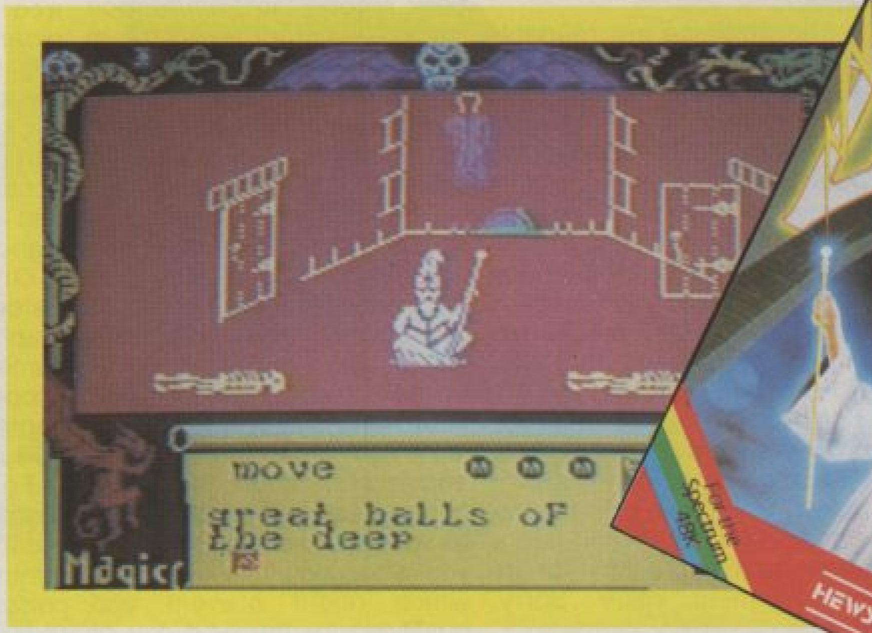
On the first level he also has to find the Servant — a funny little spirit creature who will aid his quest.

There are nasties inhabiting the rooms and tunnels of Avalon who set out stop the Mage reaching their Lord.

A nice feature of the game is that when you "die" it's only your astral form kicking the bucket and you return to the starting room complete with all the spells and other goodies which you collected before the nasties got to you. This helps you get into the game without becoming terminally frustrated with it.

Collecting and adding to your powers is where the *D&D* element comes in to the game. The similarity to *Atic Atac* is that you find your way around a maze of rooms. The Adventure element comes in when you have to start solving problems in order to progress further into the game, which appear at lower levels.







The 3D graphics are among the best I've seen on the Spectrum and there are a number of nice touches — like the Servant spirit.

The screen is split into a large graphic display showing Maroc and his surroundings, with a small window at the bottom centre which displays command options — like "move" or the spells which Maroc has available to him such as "freeze" or "flame".

To choose what you want to do, you simply pick an option by scrolling the commands in the window and making your selection using keyboard or joystick.

The game comes with a well written and informative set of instructions — which are essential reading before you sit down and play.

I'm not sure about Hewson's claim that *Avalon* will appeal to out and out Adventurers as well as arcade game gans — but the game is fun to play, pretty to look at and challenging too. And at the price, you can't go far wrong!

I can't wait to see the first map of the *Avalon* rooms — or hear from the first person who claims the ultimate and tells me he has achieved the rank of Supreme Lore Lord. I reckon that telephone call is a long way off!

In order to help you reach that rank, we've got together with Hewson Consultants to bring you an exclusive Avalon map — plus games tips on the first level of the game. So don't miss December's issue of *Computer & Video Games* with the special added ingredient of Prof. Video's visit to the Isle of Glass.

● Graphics	8
● Sound	6
● Value	9
● Playability	9



R·E·V·I·E·W·S

Sound: Does the game have sound effects which sound like a rock opera — or do the explosions sound like someone blowing up a paper bag? Symphonies and sound effects are dealt with under this category.

4 ELECTION TRAIL

MACHINE: CBM 64
SUPPLIER: Braingames
PRICE: £7.95

If you thought that those General Election games were boring, then at least you could count yourself lucky that you never had to play a game based on the American system.

Now Braingames have remedied that, with the launch of *Election Trail*. It's similar to those politics games which have a habit of appearing just before a General Election in this country. This one, though, is neatly timed to coincide with the probable re-election of Bonzo ... sorry, Ronald Reagan in November.

The American electoral system is totally different to ours, but I'll not bore you by explaining it.

Suffice to say that Election Trail is either a one or two player game. If you choose two players then the computer merely acts as a playing board and doesn't take part in the game. If you select the single player option then it's you against the computer.

You take the role of the Republican party and the computer plays for the Democrats. You can't change this set-up. You start by selecting a home state for your candidate. Then you can start to get the votes in.

You do this by selecting from various menus which have four choices. For example, you can hold a public meeting, have a debate, try to get support from a film star and anything else which would increase your popularity with the nation.

Of course, all those crackers and balloons cost money, so you'll have to keep an eye on your campaign budget.

The computer keeps a record of scores and shows a map of the USA which tells you which states are the strongest to aim for and which will get you the most votes.



The graphics are readable but nothing to write home about. Sound is non existent except for a couple of American tunes which play during rallies. All control is from the keyboard, so you won't neet a joystick.

After 20 turns, the election takes place and your success can finally be measured. Providing, that is, that you can actually wait that long.

While this game may go down well in a politics lesson, I wouldn't actually buy it unless I was interested in the subject. It's certainly not a game that you'd buy for its entertainment value. Sorry, Ronnie.

• Graphics	7
• Sound	3
• Value	6
• Playability	8

ENDURO

MACHINE: Spectrum
SUPPLIER: Activision
PRICE: £7.99

Unless you've got an Atari VCS video game system tucked away at home, you will not know about the joys of *Enduro*. When it first came out in cartridge form for the VCS, members of the *C&VG* staff could be seen sneaking off to the computer room for a quick blast around the *Enduro* race track — in fact we were in danger of not reviewing anything else that month!

Anyway, this ace racing game has now come to the screens of the Spectrum.

The idea of the game is simple. You have to complete as many laps of a long distance endurance race as possible. At the start of each lap, or day, you are given a target number of cars to pass in order to qualify for the next lap. You drive through day and night, snow and fog during each lap, passing cars as you go. Hit another car and you slow down — a delay which might prevent you qualifying for the next day of racing.

The graphics are pretty crude by today's standards and the sound not up to much — but the game scores highly on playability. You keep wanting to beat it. *Enduro* is guaranteed to get you coming back for more.

The controls — either keyboard of joystick — are extremely responsive. So you'll need a few practice laps to get the feel of your *Enduro*-car.

• Graphics	6
• Sound	5
• Value	7
• Playability	8

FALCON PATROL II

MACHINE: CBM 64
SUPPLIER: Virgin Games
PRICE: £7.95

Safety first seems to be the motto with a lot of the computer game launches these days.

If you have a successful game, then launch another version — seems to be the rule. Virgin's *Falcon Patrol II* conforms with this theory exactly.

In fact, the game is so similar to the first *Falcon Patrol* that it is difficult to see why Virgin bothered.

In fairness, it is far superior to the original. The graphics are superb, featuring pyramids in the desert and city skylines and the movement of the Falcon Patrol craft is fairly realistic — with vertical lift off and descent, acceleration and deceleration and an authentic profile of the plane as it turns.

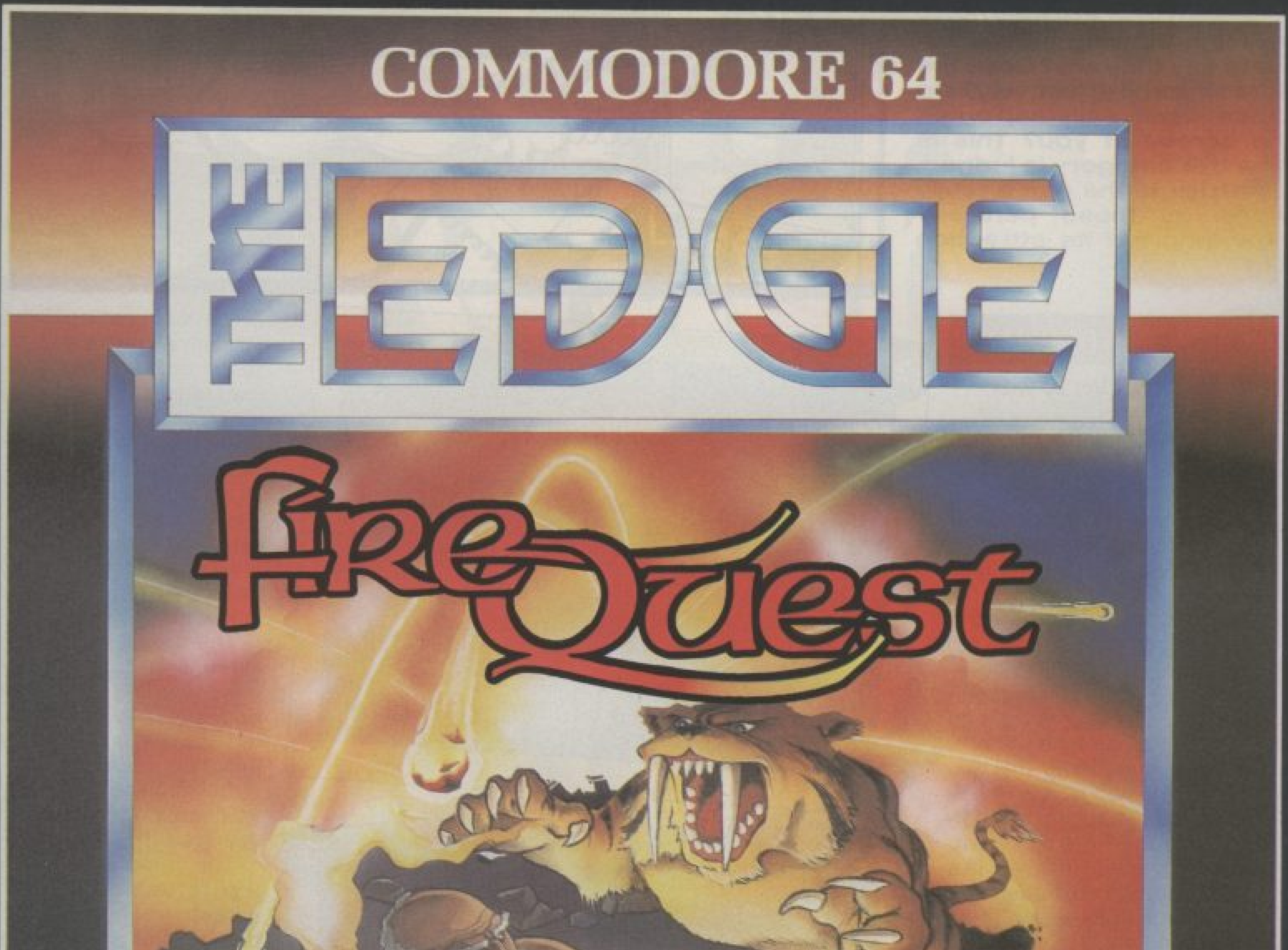
One criticism of the Falcon's realistic turning graphics is that they slow the game down. When an enemy chopper zooms past you, you cannot immediately turn and give chase.

To some extent, this problem is resolved with the radar which can be used effectively to improve your performance. Certainly, the radar is not just a graphics frill as it tends to be with too many games that advertise radar as one of the games features.

The best thing about *FP II* is the AAMs — the missiles. These are of the air-to-air and air-to-ground variety and speed out most realistically from the Falcon.

FPII is Virgin's best game yet. The trouble is that if you already own *FPI*, there's not really much point in buying this sequel as it is not sufficiently different.

• Graphics	8
• Sound	8
• Value	8
• Playability	8


COMMODORE 64
THE EDGE
FireQuest



Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged.

Value: Is the game really worth all those pennies? How long will its attraction last?

2

PERILS OF WILLY

MACHINE: Vic 20 with 16K
SUPPLIER: Software Projects
PRICE: £5.95

Perils of Willy brings all the fun of Miner Willy to the Vic 20 for the first time.

Willy is faithfully created in Vic graphics right down to his bowler hat. It's a real Willy — not just a vague representation, as some Spectrum to Vic conversions tend to be.

In this game, Willy has discovered music and has to collect all the notes that are dotted around the screen, avoiding various nasties like the patrol dogs on screen one and vicious Willy-eating birds on screen two.

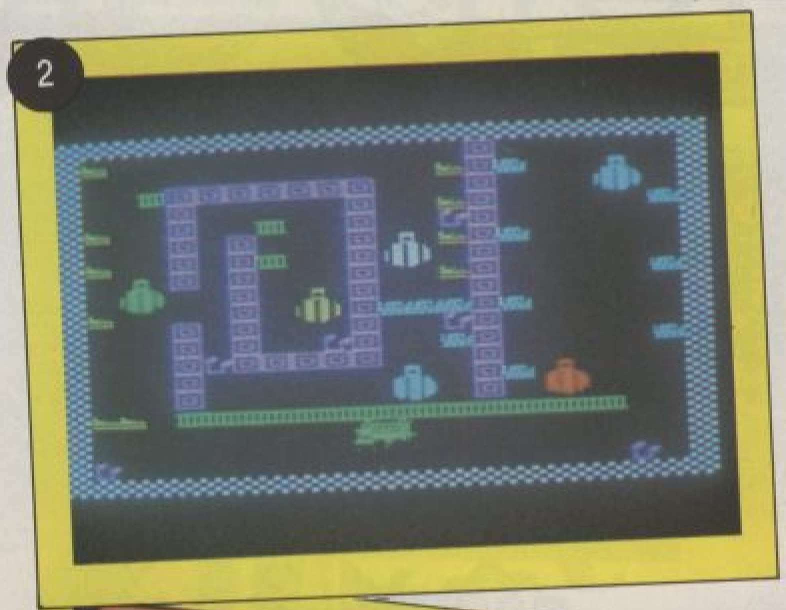
You begin the game with five Willies. You will need every single one of them as well if you are to get to the top of the fourteenth screen and successfully collect all the musical notes as you travel.

As well as the dogs and birds, there are also a couple of man-made nasties in the shape of balloons and trains and these are every bit as deadly as the animals if Willy should touch any of them.

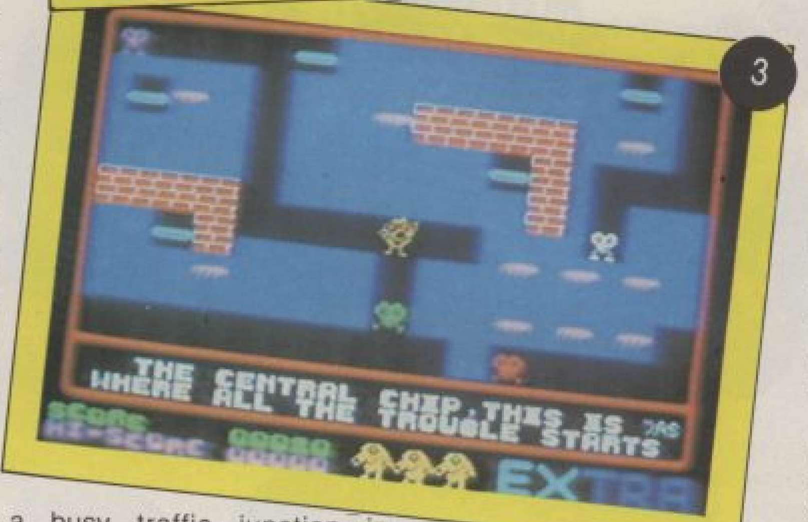
Comparisons with the original game are inevitable even if they are a little unfair. No, the game is not as good as the original *Manic Miner* or *Jet Set Willy*, but it is one of the best climbing games I have seen on the Vic 20.

● Graphics	7
● Sound	8
● Value	7
● Playability	7

2



3



TRAFFIC

MACHINE: CBM 64
SUPPLIER: Quicksilva
PRICE: £7.95

For an advanced strategy game, there doesn't seem to be much skill required here.

The screen represents an aerial view of a busy traffic junction in London. There are four or five streets and each is controlled by a set of traffic lights.

You are in control of these signals and you have to switch them between red and green in such a way as to stop massive build-ups of traffic coming from certain directions.

And that's about all there is to it, really. You move a cursor around with the joystick. Then, when you've selected which set of lights you want to switch, press the fire button to make the connection. Fairly simple and fairly boring.

The most exciting part is probably the intro, with a friendly winking policeman and a London bus accompanied by a Scott Joplin-like piece of music.

Although the cars are just graphic blocks, the movement is good. Especially where they do a right turn into oncoming traffic.

If you have £7.95 to spare, wait for something better.

● Graphics	8
● Sound	6
● Playability	7
● Value	5

3

PI IN'ERE

MACHINE: Spectrum 48k
SUPPLIER: Automata
PRICE: £6.00

Automata must be getting desperate for PI-sounding titles for their games. Quite what *Pi in 'Ere* has to do with a character called Burt hopping round the insides of a computer, I'm not sure.

Oh, and before you ask, Burt isn't of the Q variety. He may have a big nose and look like a long lost cousin of the PiMan but he's been given a rest from jumping around a load of blocks and turning the air blue.

Burt, so the story goes, has been miniaturised and placed in a computer. His task is to track down the Big Bug by exploring the various areas of the computer's memory and collecting the objects which lurk within.

There are 61 different screens and, on your way to an encounter with the Big Bug, you'll meet lots of other nasties which have to be avoided.

Although set in a computer, you wouldn't know it unless you read the inlay card.

The graphics are good, though, especially the loading screen which has some cute pictures of the characters from the game. Sound effects are average, which is more the fault of the Spectrum than the program itself. Control is from either the keyboard, or with Kempston or Interface 2 joysticks.

Incidentally, if you ever get fed up with this game and want to swap it with your friend for a different cassette then you're perfectly entitled to do so as long as you don't make copies, despite the warning to the contrary on the cassette inlay card.

● Graphics	8
● Sound	8
● Value	8
● Playability	8

ELITE

MACHINE: BBC B
SUPPLIER: Acornsoft
PRICE: £14.95

Put simply, *Elite* is a flight simulation program for people who can't normally get to grips with flight simulations.

More accurately, it must be the most complex game released for the Beeb if not the most complex program of all.

Elite is an intergalactic trading game. As commander

Software R·E·V·I·E·W·S



This game features in the next edition of 5th Column.

of your Cobra Mk III trading and combat craft, your mission is to explore and trade with other galaxies in order to survive.

In a large anti-piracy move, Acornsoft has included lots of bits and pieces in the box along with the cassette or disc.

There's a 64-page manual which explains the game and what you have to do. It's essential reading if you really want to succeed, but be warned that I haven't seen anything more complicated since the Seventh Empire rulebook.

You also get a handy reference card with all the commands on it. Even if you are controlling the ship with joystick, you'll still need this card. There are over 50 different commands and it'll take some playing to learn them all.

There's a 48 page mini-novel based on Elite which you also get "free" in the box. A follow-up is planned for next year.

Elite's graphics really are stunning. The opening title features a picture of your craft, which revolves perfectly in full 3D. But fitting all this into the Beeb's limited memory means that sound effects are rare.

It's going to take some time for anyone to complete the mission, so it's useful that you can save your current position to tape or disk.

And remember that *Elite* is a *C&VG Hall of Fame* game, so send us your best score.

This is all set to become a classic. The £14.95 price tag won't help, but it's well worth buying.

Mike Singleton will be doing a full review of the game in his next edition of *5th Column*, so watch out for December's issue of *Computer & Video Games*.

● Graphics	10
● Sound	5
● Value	7
● Playability	7

5 PIROMANIA

MACHINE: Spectrum 48k
SUPPLIER: Automata
PRICE: £6.00

It'll take some skillful playing to get your name into the Piromania Hall of Flame.

The game is set in Automata Towers and you have to help Walter Hose to put out the fires. You can travel around the blazing building by some fairly fast keyboard-digging or joystick wobbling. What you're after is a fire extinguisher or a bucket of water. Then just press the right key to douse the nearest fire.

The actual graphics for the fires are quite realistic with good flickering effects. Then, when extinguished, they turn to just a puff of smoke and fade away to nothing, accompanied by a wonderful hissing sound like when you pour water onto a hot frying pan.

There are taps around the building, so when the buckets are empty you can fill them up again. But extinguishers will disappear when all the foam has gone.

Quite why Automata should store dynamite in their offices, I don't know, but there is some around and these must be removed to prevent explosion. There are also bonus points for rescuing valuables and even more points if you do it faster than anyone else.

If you fancy this game, I suppose you'd better hot-foot it down to your local software store. It's one of Automata's better games, but still has an awful PiMan single on the other side of the tape. The game runs with a Kempston interface or Sinclair interface 2.

● Graphics	8
● Sound	8
● Playability	8
● Value	8

6 CRAWLER

MACHINE: BBC
SUPPLIER: Watford Electronics
PRICE: £5.00

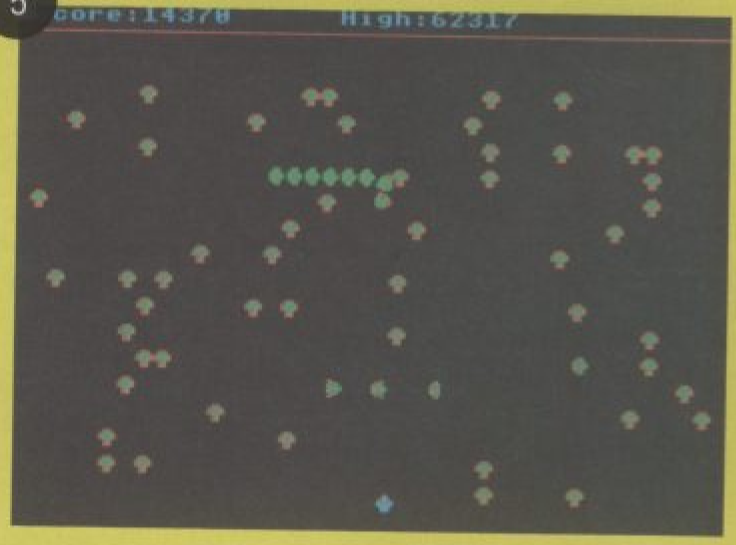
Back in '81, some time after the great *Space Invaders* boom, Atari launched an arcade game called *Centipede*. It captured the hearts of many, especially those of the software houses who, as one, sat down at their computers and produced masses of clones of the game.

Crawler arrived from out of the blue and landed with a thud through the letter box. "Another caterpillar game" we thought — groan! groan!

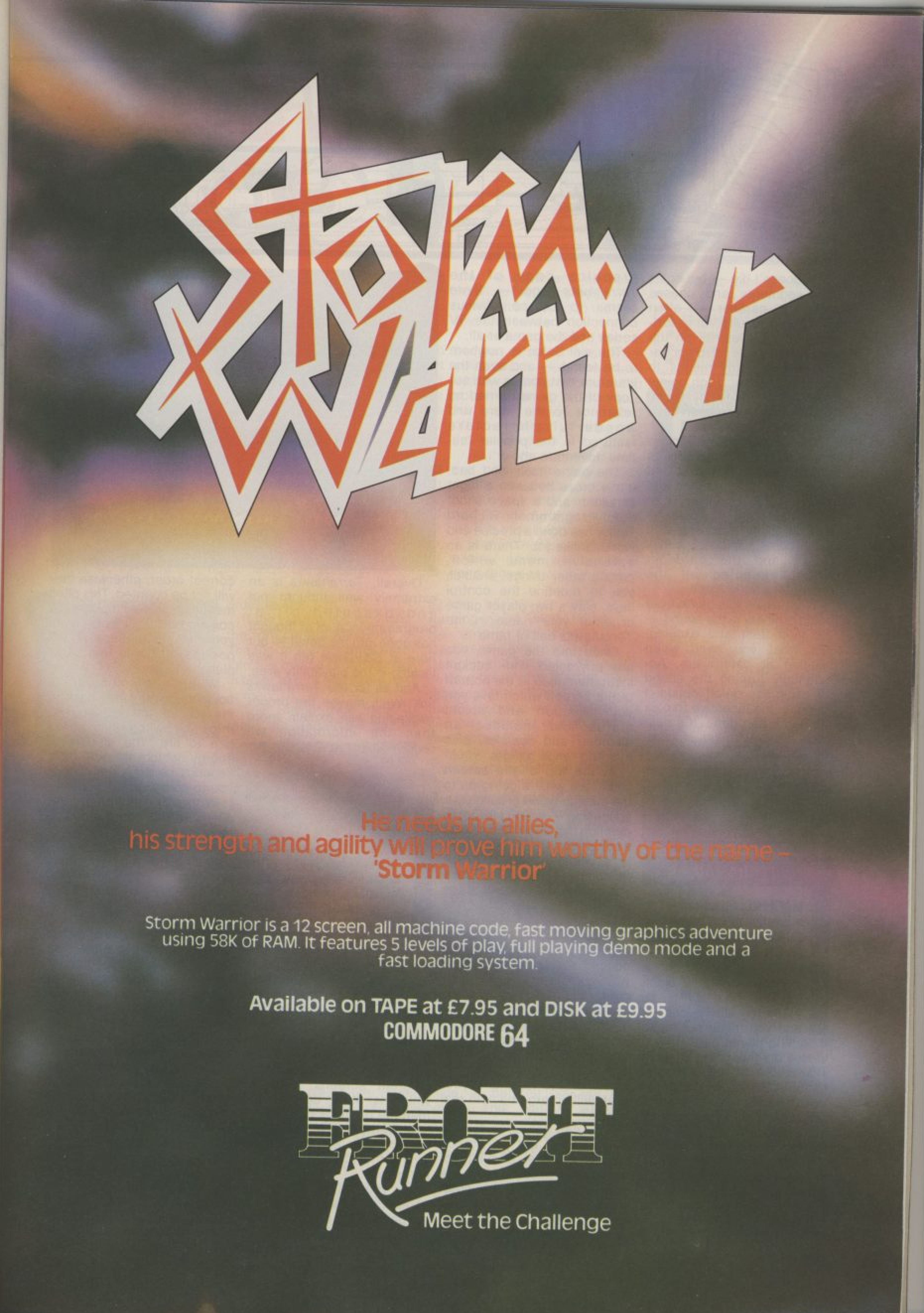
In fact, *Crawler* came as a pleasant surprise once it loaded — the screen depicts the classic *Centipede* scene, namely a field full of mushrooms, a few creepy crawlies and you as the gardener with a shooter. At least, I think it's a gun — it definitely gets rid of the crawlies.

Crawler, your average friendly caterpillar, has decided to come out of wherever caterpillars lurk to devour a whole field of juicy mushrooms. However, the gardner's not too happy about this state of affairs and so out comes the shooter and he happily blasts away.

As in the original *Centipede*, the caterpillar, when

5


6



Storm Warrior
He needs no allies,
his strength and agility will prove him worthy of the name –
'Storm Warrior'
Storm Warrior is a 12 screen, all machine code, fast moving graphics adventure using 58K of RAM. It features 5 levels of play, full playing demo mode and a fast loading system.
Available on TAPE at £7.95 and DISK at £9.95
COMMODORE 64
FRONT Runner
Meet the Challenge



shot, doesn't die — but splits into segments and chases after the gardner — often with tragic results. An assortment of crawlies, all on the caterpillar's side, also appear and will use any means to stop the gardner. High points if you manage to kill them. Believe me — you soon have a full job on your hands.

The graphics and colour are well up to the BBC's standards though they could have been better defined and more exciting. However, I can appreciate that it would be difficult to fill a screen with mushrooms, spiders, caterpillars and the gardener without keeping all the characters fairly small.

What saves this game from being ordinary is the sound — it's loud, fast and exciting, just what you need when blasting at caterpillars. Accidentally turning the sound off using the on/off option, I found all the incentive to play the game had gone. It's definitely better with lots of zapping noises.

• Graphics	6
• Sound	8
• Value	8
• Playability	8

TERRAHAWKS

MACHINE: Spectrum — joystick or keyboard
SUPPLIER: CRL
PRICE: £6.95

Come with us on a journey through a black hole. The trip is extremely dangerous — and you might not make it back to planet earth!

Hot on the heels of their *War of the Worlds* computer game, CRL have plundered another science fiction favourite. This time it's a bit more modern — based on Gerry Anderson's recent *Terrahawks* puppet series, screened on independent TV earlier this year.

Once you get past the impressive title screen — a graphics copy of the *Terrahawks* logo — there seems to be no obvious connection between the TV series and the game at all.

The evil Zelda is nowhere to be found — and even the literature that comes with our copy of the game carried no reference to the wierd and wonderful characters featured in the popular tea-time adventure show.

The game itself isn't bad. It's a cross between a flight simulator and a space shoot out. Programmer Richard Taylor has done a precise and workmanlike job. There is an extensive menu which, among other things, enables you to redefine the control keys, play a two player game or enter your name in the *Terrahawks* hall of fame.

Once into the game, you are presented with cockpit instrumentation at the bottom of the screen which tells you your weapon and shield status and includes an altimeter and scanner, plus fuel and range gauges.

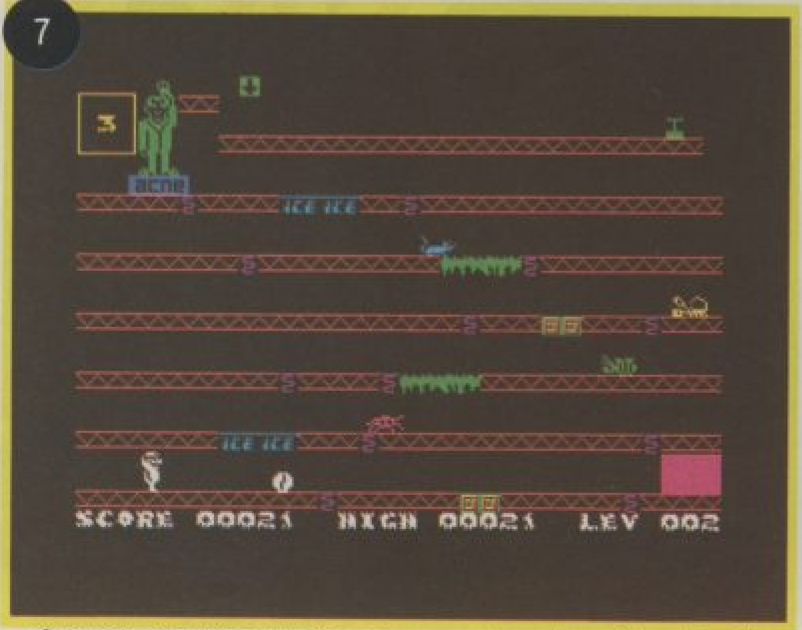
At the top of the screen you'll see what's going on in the outside world around your spaceship — which I forgot to mention has been sucked into a black hole. In this black hole is a whole bunch of green monoliths — not unlike those you find in the second stage of the *Star Wars* arcade machine:

You have to fly over, around or simply blast into cosmic dust these monoliths which block your way to your goal.

Your target is a vortex, a long rectangular tunnel, which leads you into the next stratum of the black hole. Successfully fly through nine levels of the hole and your craft will emerge back in real space.

You can conserve fuel by flying low — but you'll need nerves of steel and lots of anti-matter missiles to dodge your way around the great green obstacles. Your ship is protected by five shields.

7



Overall, *Terrahawks* is an extremely well thought out and executed bit of programming. A lot of thought has gone into the detail — but here at *C&VG* we felt it was lacking in the playability area.

And as for the *Terrahawks* link. Well, maybe the proper packaging will explain more than the information we received here at *C&VG.*

7 FRANK N STEIN

MACHINE: Spectrum 48k
SUPPLIER: PSS
PRICE: £5.99

Despite the name, the hero of this game is not a Jewish butcher.

Professor F N Stein has to build his monster, just like in the film.

You play the part of the professor and have to travel round the screen collecting the parts of the body which then go to make up the monster.

The game is set in the professor's lab in the Black Forest in 1884. There are 50 different screens, each of which is more complicated than the previous one.

Movement is very like *Manic Miner*, but there again so are most Spectrum climbing games.

As you travel round the screen, you have to pick up the parts of the monster in the correct order, otherwise they will not be counted. This often means going past a piece and coming back to it later on. As you pick up a piece, it will position itself in the right place in the body.

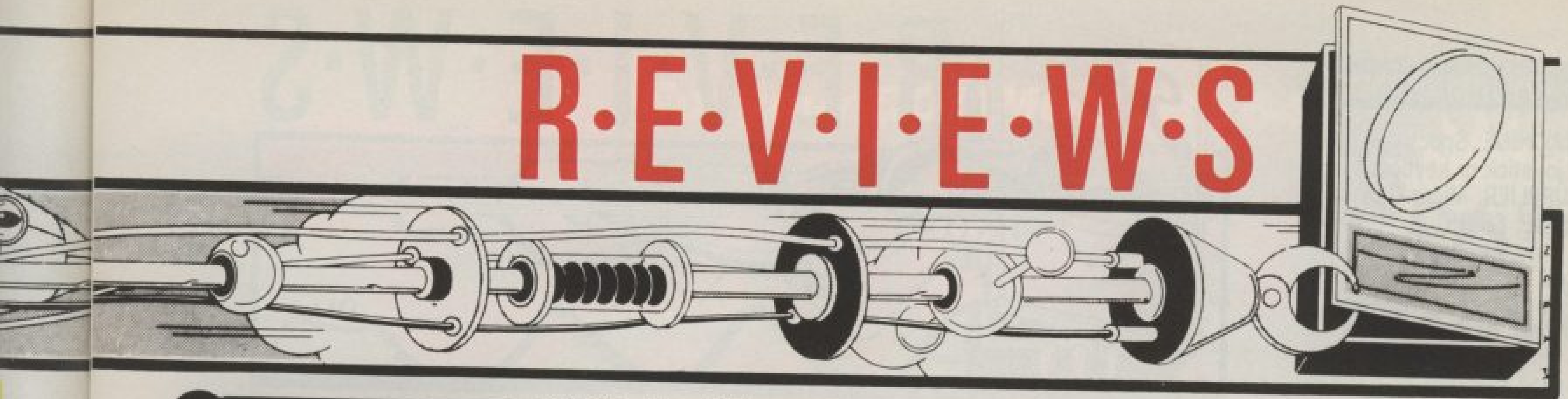
When the monster is complete, you move back to the top of the screen and throw the switch which brings him to life. The amount of energy which he will have depends on how long it took you to complete the screen.

Whoever designed the aliens for this game seems to have had a similar sense of humour to Matthew Smith, who's quite big in games design!

You are hindered in performing your surgery by snails, bats, slippery ice, man-eating pumpkins, slime, springs and much more. The man-eating pumpkin refers to deadly veg, and not to men eating their dinner while you're trying to play the game.

This is a good climbing game for the 48k Spectrum. The graphics and movement routines are smooth and sound effects only help the game. It's not easy, but it's well worth the money.

• Graphics	9
• Sound	8
• Value	8
• Playability	8



BIRD MOTHER

MACHINE: CBM 64/ joystick
SUPPLIER: Creative Sparks
PRICE: £7.95

Bird Mother is another example of the graphic abilities of the Hungarian Andromeda team. It's a simple game in the "cute" style — and can be quite challenging at higher levels.

The basic idea is this. You have to help the bird mother build a nest, lay her eggs and raise a family to adulthood.

The first stage of the game involves building a nest. Hazards like falling rocks make things difficult — and your bird has to pluck sticks for her nest as they fall through the air.

The bird then zaps back to her chosen branch — drops the twig and goes back for more. On higher levels, the bird has to place the twigs carefully — otherwise the entire nest falls to the ground!

When the nest is finished the bird lays three eggs which hatch out into loveable baby birds. In the second stage of the game you have to help the bird feed the chicks by catching flies and moths which dart about the screen. The chicks start to grow and are soon ready to leave the nest.

Which brings us to the third and final screen.

The bird mother has to protect the chicks from predators — like the hawk which cruises across the screen. She also has to stop her young charges straying off the screen. If they do, you've lost them.

All the time the young birds are growing, If they reach adulthood, you've succeeded in your task and it's on to the next level. A bird mother's work is never done!

Bird Mother is an attractive original game which should keep those of you who enjoy non-violent games happy for hours.

• Graphics	9
• Sound	8
• Value	7
• Playability	8

GUMSHOE

MACHINE: CBM 64
SUPPLIER: A 'n F
PRICE: £7.90

You are a one-man private investigation business known as Gumshoe.

As well as balancing the books, you also have to do your own dirty work. And at the moment, it's pretty dirty.

You are on the trail of a gang of kidnappers, who have taken a young girl. Through a mixture of skill and luck, you have managed to track down the gang to an old disused warehouse. Some fast work and a furious gun battle will decide whether or not the girl will be able to walk free.

The idea is to go round the warehouse, shooting the kidnappers as they appear from around corners and inside doors. Somewhere will be the girl herself, and you must find her and bring her to safety.

Fighting crime costs money, though, and you have to keep a careful eye on the bank balance.

Every shot you fire will cost $2 while losing a fight with a kidnapper will cost you a life and $150 in hospital bills.

Killing a baddy, though, will net you $10 and there's a hefty bonus for rescuing the girl and saving the family the ransom money.

The game is great. Graphics are good and you can even have a fight on the staircase. The sound effects are boring, though. The gunshot is realistic but otherwise the machine just bleeps.

• Graphics	9
• Sound	6
• Value	9
• Playability	9

8



8 STORM WARRIOR

MACHINE: Commodore 64/joystick
SUPPLIER: Front Runner
PRICE: £7.95 tape/ £9.95 disc

Storm Warrior follows the current trend for arcade style Adventures. It has five levels of play and 12 action-packed screens which see the Storm Warrior attempt to destroy the Secret Skull. For that is his quest!

It comes from the newly formed Front Runner team — formerly K-Tel.

Although the graphics are crude for the 64, game play is excellent. Each new screen offers a new challenge. Want to find out what they are? Then read on . . .

To reach the Bridge of Eternity, his first goal, the Storm Warrior must use his light lance to deflect an energy sphere past the Guardian of the Light Barriers. The Guardian fires energy bolts at our hero in order to stop him.

If the warrior is successful, the light curtain will descend. The Storm Warrior must move into the middle of the curtain in order to proceed to the next screen.

The warrior now gets to meet the Barbarians on the



'Bridge of Eternity' and gain possession of the light carpet which will take him further on his journey. He has to fight the Barbarians to get the carpet of course!

The number of Barbarians depends on the level of play.

If he gets past the Barbarians, the Storm Warrior flies through a storm towards the 'Island of Doom', which is shrouded in darkness, visible only during lightning flashes. A nice graphic touch this! He is under constant attack by Storm Birds intent on dragging him off to the top of the screen. If they catch him three times, he will lose one life.

Once on the island, our hero is shaken but not stirred by an earthquake and a warning by the Giant Demon. He enters the Shaft of Darkness avoiding Bats, Demons and falling rocks.

Now the Storm Warrior is ready for the ultimate test — the Catacombs within which lies the Chamber of Evils and the Sacred Skull.

Many challenges await. The way through these deadly caverns requires careful thought and planning.

The Chamber of Evils is the last test. Here Storm Warrior, floating weightless, must use his light lance to deflect himself into the exact position



to destroy the Sacred Skull.

As I've already mentioned, the graphics are on the crude side — but the concept is great. This warrior should brew up a storm amongst games players everywhere. Definitely worth buying.

• Graphics	7
• Sound	7
• Value	7
• Playability	7



9 PYJAMARAMA

MACHINE: Spectrum/ joystick or keyboard
SUPPLIER: Micro-Gen
PRICE: £6.95

It's no joke being a Wally. You get these strange nightmares, you see — about being unable to wake up to go to work and being trapped in a house where everything has grown to an enormous size. Either that or you've been shrunk. Whichever — it still means you are in for a hard time!

Pyjamarama must be Micro-Gen's best game so far. The graphics are great and the playability unquestioned. You take on the role of Wally Week, the hero of several Micro-Gen games.

This time Wally is fast asleep and dreaming horrible dreams. Your job, as Wally's miniaturised spririt form, is to take him up in time for work. To do this, you must find Wally's alarm clock and wind it up. Easy, eh? No!

You have to travel around a maze of beautifully drawn rooms full of strange hazards — like snapping scissors and roast chickens out for vengeance on the person who stuffed them. It would be unfair to compare this game to Jet Set Willy — but as people will inevitably do this, I'd like to say I think it is better.



Wally moves about his nightmare world collecting — and dropping — objects. Just as in an Adventure, he needs certain objects at certain times to complete the various tasks he needs to complete before reaching the final goal — waking the deeply sleeping real Wally up in time for work.

In many cases, you'll need to collect one object in order to succeed in picking up another — and Wally's spirit form can only carry two things at a time. To swap objects, Wally simply moves over the one he wants — and the one he drops is left behind. Getting exactly the right combination will take some time — longer than I had to get this review to you that's for sure!

There are many rooms in the house — my favourite is the video games room. Enter it and you are confronted with a bunch of hostile scissors which descend from the ceiling space, invader style. Wally can blast them. If he gets all the scissors, some more roast chickens — or are they turkeys? — appear to plague him.

At the top of the screen there's a glass of milk which displays your snooze energy. You can replenish the glass by picking up items of food which appear at various places around Wally's dream house.

You get three lives to play with. Use them all up and you get an encouraging message from the management plus a percentage score and the number of paces Wally has walked.

Pyjamarama is a little gem which will keep you amused for weeks if not months. Here at *C&VG* we liked it so much that we're sticking it in our Hall of Fame. Make sure Santa sticks one in your stocking this Christmas!

• Graphics	9
• Sound	8
• Value	9
• Playability	9

ZENJI

MACHINE: CBM 64
SUPPLIER: Activision
PRICE: £9.99

Activision are expanding their range for the 64 with the launch of *Zenji*.

In common with *Decathlon*, it's a further departure from the normal shoot-up, alien-bashing games which we have come to expect for the micro.

On screen is a maze with various paths around it. At one point in the maze is a small blob known as the source which glows green. Any pathway which touches the source will inherit the green colour, while any non-connected route remains grey.

The object of the game is to turn the whole maze green by making the paths link together. You do this by moving a cursor with the joystick onto a certain spot in the maze. Then, press the button and the paths around that spot will revolve, creating new links but breaking others.

You carry on doing this until the timer runs out. If you're successful, then the next maze is larger and, therefore, harder. If you don't, you lose a life.

All in all a fairly dull game. It may while away the odd afternoon with the family but it's not half as fun as obliterating the entire population of a strange planet.

The graphics are very Atari VCS-like although the sound effects make better use of the 64. You'll need a joystick to play.

There's a high score table to impress your friends and the game should be in the shops about now.

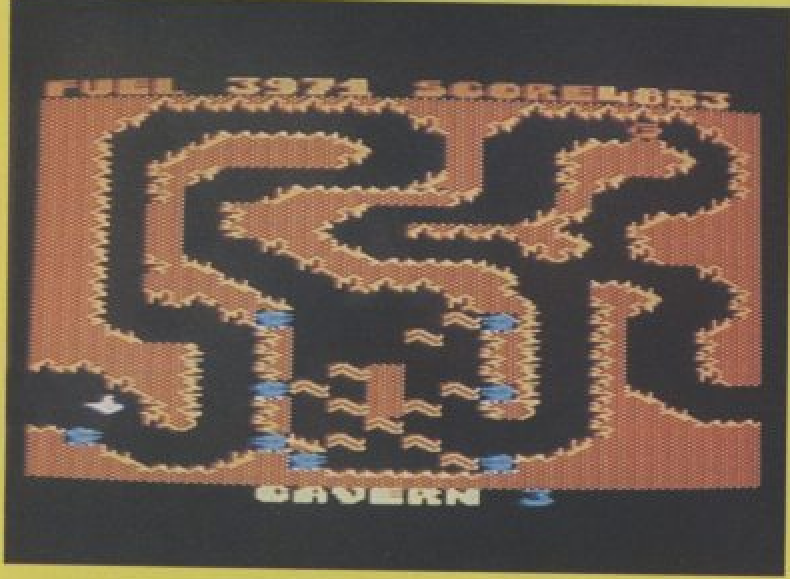
• Graphics	7
• Sound	8
• Value	7
• Playability	8

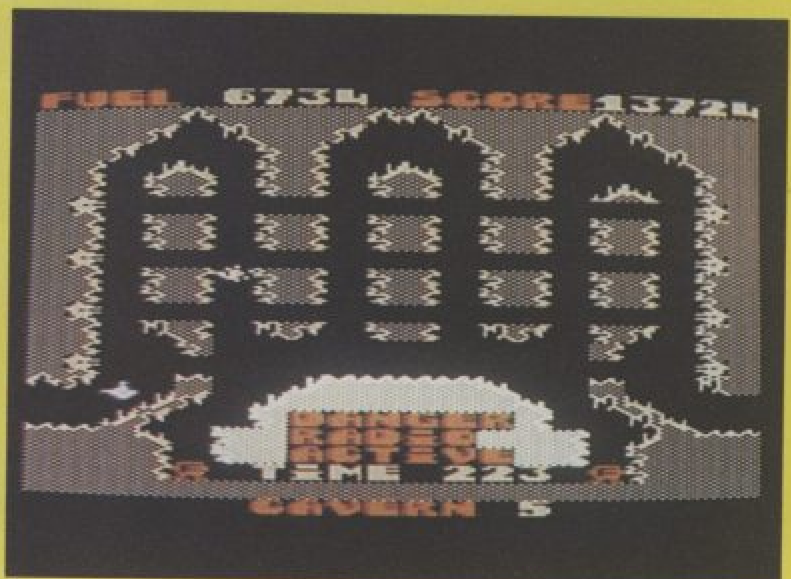

For your COMMODORE 64
Cuthbert Enters the Tombs of Doom
£6.95
Our intrepid hero's BACK. In his latest action packed adventure!
INVENTORY
★ 200 PLUS LOCATIONS in ye High Resolution Graphics
★ My Olde Manual To help ye on thy way
★ "Evyl Ones" whych do inhabit the tombs
★ TREASURES in great abundance
★ MAPS & CLUES so ye don't get too lost.
Another Intrepid Hero
JESMON HYS

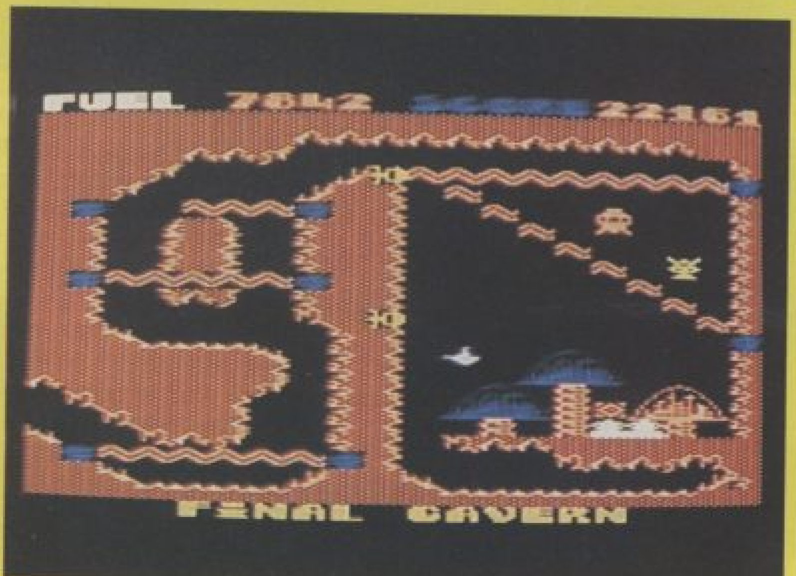
ATARI 48K+Disk Drive

CAVES of RIGEL

The New DEXTERITY game from SILICON JOY







Caves of Rigel is a new style of game – a Dexterity Game! Your simple mission is to reach the Rigelian Power Core buried deep within the city in the final cavern. But are you going to have trouble! Your midget submarine, although highly manoeuvreable, encounters caves which really test your joy stick control. Falling rocks, pulsed beam projectors, lasers, radiation dumps and the city guardians, they're all out to get you. And what have you got for defence? – nothing, except your superb skill. Well, that is why you were picked for this mission isn't it?

★ Features multi-screens, anti-gravity transporter beam, and one of the most realistic explosion effects ever seen on the Atari.
★ A smash hit at the Earls Court Computer Fair.
★ Caves of Rigel has already been dubbed "the thinking man's Scramble".
★ SPECIALLY SELECTED BY KEVIN TOMS.



ONLY £9·95 including VAT

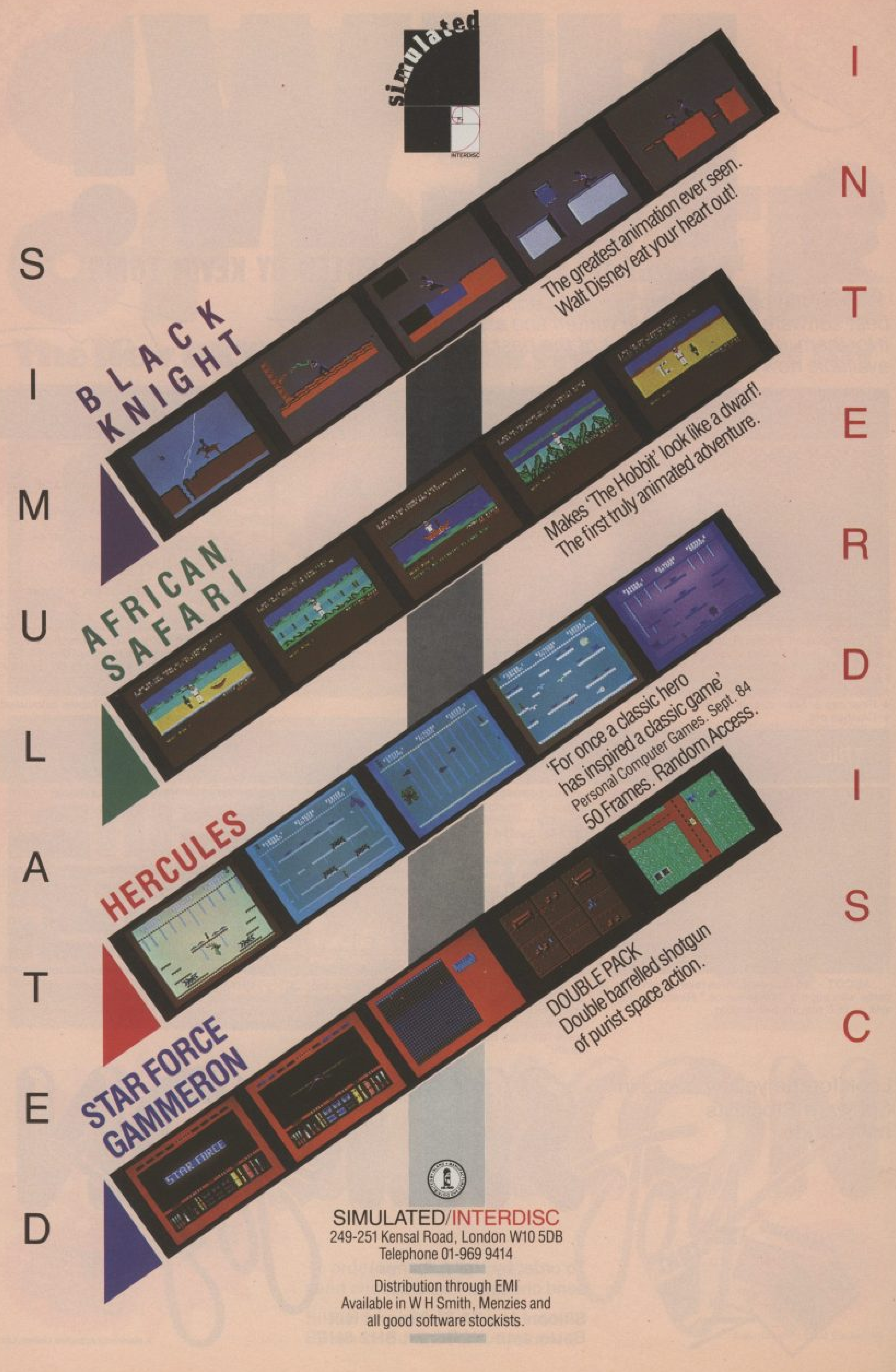
SILICON Joy

To order by mail *(p&p free)*
send cheques/P.O.s to:

Silicon Joy, 7A Richmond Hill
Bournemouth, Dorset BH2 6HE

Programmers
We want your software. Send us a sample, if accepted, we will supply generous royalties plus free advice from Kevin himself!

A division of Addictive Games Ltd.


simulated
INTERDISC
SIMULATED
INTERDISC
BLACK KNIGHT
The greatest animation ever seen.
Walt Disney eat your heart out!
AFRICAN SAFARI
Makes 'The Hobbit' look like a dwarf!
The first truly animated adventure.
HERCULES
'For once a classic hero
has inspired a classic game'
Personal Computer Games. Sept. 84
50 Frames. Random Access.
STAR FORCE
GAMMERON
DOUBLE PACK
Double barrelled shotgun
of purist space action.
STAR FORCE
SIMULATED/INTERDISC
249-251 Kensal Road, London W10 5DB
Telephone 01-969 9414
Distribution through EMI
Available in W H Smith, Menzies and
all good software stockists.

ARCADE



This is the first of my monthly columns, in which I shall be looking at what's new in the world of pinball.

The two major events of the month are a new release from Williams Electronics and the Pinball Owners Association Convention.

First of all, this year's POA convention is being held on September 15th at The Harold Wood Neighbourhood Centre, Harold Wood, Essex. Details and tickets (if there are any left) are available from Association HQ. It promises to be a great event, with many pins and slots on view and the "Pinball Wizard 1984" contest.

Star Light is the latest pin from the Williams stable. Several tried and successful features are incorporated: two-ball, multi-ball, lane-change, bonus holdover and end of the game bonus play. A new idea is being used with the lane-change in that an extra button is used — this is probably to avoid wear and tear on the flipper assemblies. On the whole, *Star Light* seems a good game with nice uncluttered top to bottom play, typical of many Williams' games. A warning for seasoned flipper fans, though — this is another "Back to Basics" table.

Next issue, I shall examine the "Back to Basics" trip that pinball is on, offer my theories as to the reasons and put the arguments for and against. Also, in coming months, I shall look at pinball on the computer screen. I'm not *just* a pin friend, I also own an Atari 800; and some of the software available should make even die hard Vidiots take a fresh look at pinball.

ARCADES GOING SOFT

LODE RUNNER



In the past, arcade games were used as a standard for computer software houses to emulate, hence countless versions of *Frogger, Pac-Man* and *Defender* and more recently *Pole Position* and *Track & Field* — a few games amongst the many.

The tables now seem to be turning. Arcade manufacturers are now turning to the software industry for ideas.

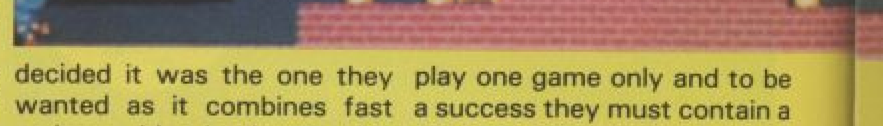
Walking into a London arcade recently, my eye fell upon *Lode Runner* by the Japanese Irem Corporation (who also did *10 Yard Fight*) licensed from USA based Broderbund Software.

"At present said Broderbund, "*Lode Runner* is one of the most popular computer games in Japan and is currently No 2 out of 50 in the Japanese Software Chart. Irem looked at the game and decided it was the one they wanted as it combines fast action with depth of play while retaining a high degree of playability."

Unlike home computers, arcade games are geared to play one game only and to be a success they must contain a few basic ingredients. The player should be able to get the hang of the game within one play and the game should combine a high degree of

LET'S TALK TURKEY

TURKEY SHOOT



"The year is 1989, one year after the great gobble blight which plagued the world — one third of the populace was transformed into turkeys by this ailment. A side effect of this blight is the camaraderie between the turkeys and a tendency towards violence to organise for rabble rousing in urban areas. . . ."

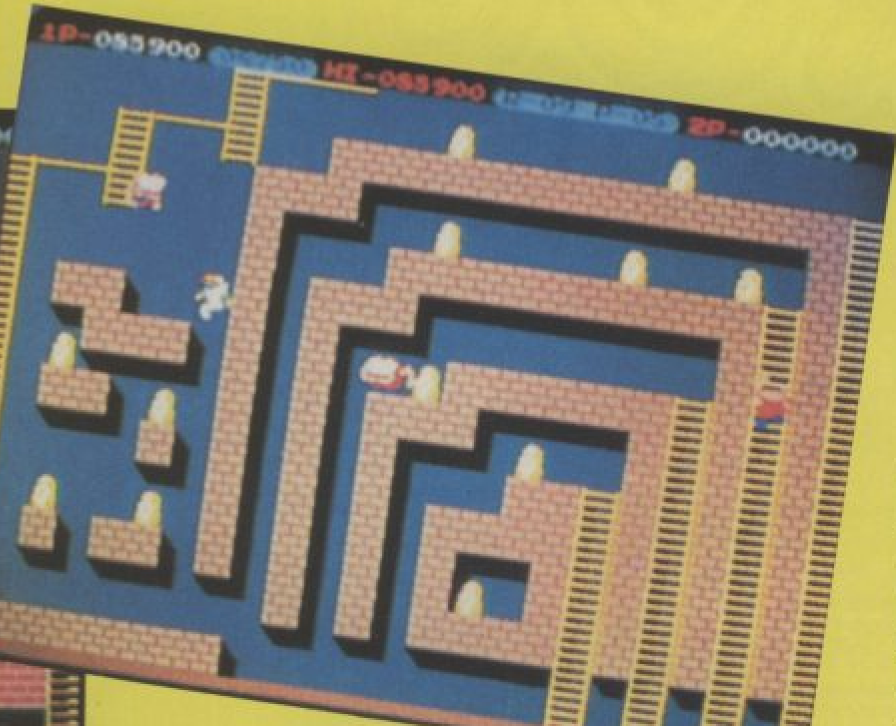
Confused? Well there's no need to be — all is revealed when you play *Turkey Shoot,* the latest game from the Williams stable.

After one third of the population had been turned into turkeys, it was ordained by someone that a band of turkey terminators be organised to erase these scum from the earth.

Your aim is to bravely go where no other turkey terminator has gone before and stop the rabble rousers with a blast from your gun! They're often to be found robbing banks and probably doing a bit of mugging on the side, if the truth be known. Taking hostages is definitely their forte. Beware the Big Four! They've assumed some pretty unlikely names, two of which sound really lethal — the Thug Turkey and Cyborg Mechanoturkey!

The idea is to blast the turkeys as they make their get-away with the loot. Once shot, they immediately fall to the ground in the form of a roast turkey! Should you manage to clear the screen of turkeys — and remember each level is more difficult — don't look away. In their infinite wisdom, Williams have added one feature which came as a bit of a surprise — the cabinet suddenly fills with a cloud of

ACTION



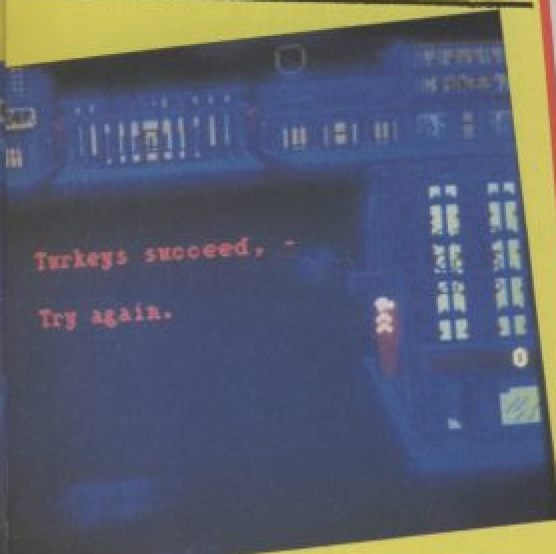
hand/ eye skill. *Lode Runner* obviously fits the bill.

Broderbund is not only prepared to license their games to arcade manufacturers but also to software houses. Liverpool-based Software Projects have got the computer rights to *Lode Runner* on the Spectrum and they hope it will be ready in time for Christmas.

Other American software houses have also been approached by the arcade industry. Exidy — of *Crossbow* and *Moon Patrol* fame — have recently bought the arcade rights to *Astro Chase, Boulder Dash, Flip & Flop* and *Bristle* from First Star Software.

First Star commented: "Our company produces few games but they are well known for their quality. Exidy feel that the games will play well on arcade machines and will hardly have to be changed. Arcade games have always been a standard for our industry and I feel that the arcade manufacturers will continue to approach software houses. I don't think it will be a big trend but there's room in both directions for licensing."

Definitely a boost for an industry that needs new ideas and innovations to draw the crowds. So look out in the arcades, as these games will hopefully become widespread over the next couple of months. All those who already have the computer software will have a leading edge when playing these games in the arcades. For those who haven't played before I can recommend *Lode Runner* for starters — it's got all the characteristics of the computer version and it's great fun.



white feathers. Presumably those of a long, dead and forgotten turkey!

Williams have taken a leaf from Exidy's book and used a feature found on their successful game, *Crossbow*.

There are 100 missions in all for the Turkey Terminators so I expect it'll take quite a time to finish the game properly. Should be on general release in the arcades quite soon, so write in to *Arcade Action* and let us know what you think.

HINTS and TIPS

Over the next few months we are going to be offering you a goldmine of information on how to get extra men, lives, score bonus points and a host of other useful tips when playing your favourite arcade games. Ian Boffin, an exceptionally keen vidkid, has helped to compile various ways to get the most from your game. Read on. . .

If you have any hints or tips you would like us to print, send them in to *Arcade Action* or if you would like to know a little more about your particular game, write in anyway — you never know, someone else may be able to help you.

Asteroids:
Make rocks pass through you.

Sit in the lower left corner of the screen, as far as you can get without disappearing. Rotate and fire. The rocks will pass through you and bullets won't touch you. (This tip will only work on old machines.)

Space Invaders Deluxe:
How to get 1,000 points (Rainbow Bonus).

Leave the far left row of invaders while you kill all the rest. The top of the column is one step ahead of the others. You must shoot the column out top to bottom. When the bottom left invader is shot, a rainbow appears and you will get 1,000 points.

Dig-Dug:
Making a round last all day!

Kill all the monsters except one. Stop the last monster two spaces under a rock and hold him there just enough to freeze him. Then dig up under the rock, pumping the monster as you pass through him. When you hit the rock, reverse back down inside the monster and turn away. Quickly turn around and explode the monster just before the rock hits him. Thus the monster is killed twice. The game will not advance to the next round until either you get the fruit or kill dig-dug under a rock.

Robotron:
Make tanks stop shooting Fireballs.

To stop a Tank Wave becoming too crowded, the Williams designers made sure that a maximum of 20 fireballs could be on one screen at any one time. On any tank wave, leave one tank to fire 20 times. Each shot bounces off two walls and then disappears. When it disappears, it is not taken away from the total so, when the tank has shot 20 shots, the machine thinks that the maximum 20 balls are still on screen. The tank will fire no more.

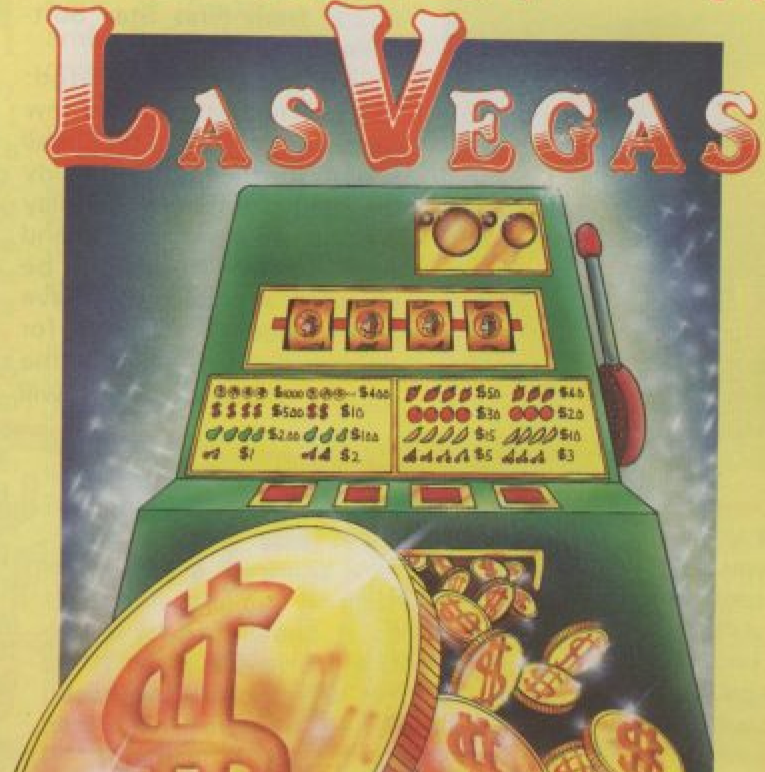
And finally
How to get unlimited lives on Donkey Kong Jnr:
Play two players. Play the first player normally until you die. When the second player starts, move JR to the far right side of the starting platform with one foot completely off the edge (you must be able to jump straight up without grabbing the vine). Wait until the blue trap comes down the apple vine. When it reaches the bottom — JUMP! You must hit the water at the same time the trap does. The screen will go blank and then read PLAYER ONE. Now player one will have his same score and number of men, but he will have returned to level one.

How to slow the game to a snail's pace:
On the first screen, climb up both vines at the start to the top of the screen. If you continue pushing the joystick up everything slows considerably until you release the joystick. Whilst not very useful this trick is quite comical.

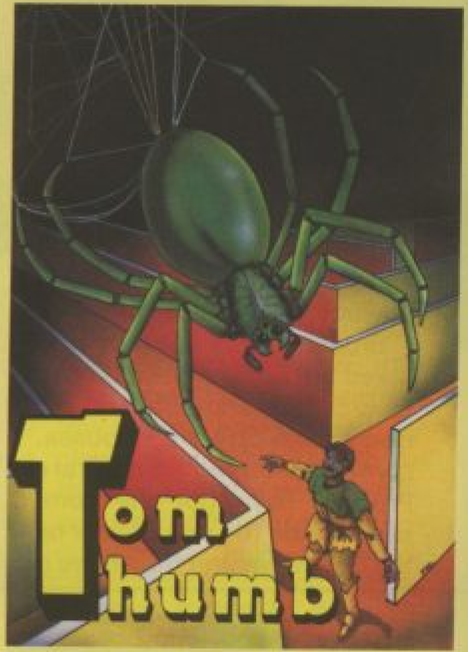
ANIROG

AT LAST 1 TAPE 2 MACHINES

COMMODORE 64 VIC 20







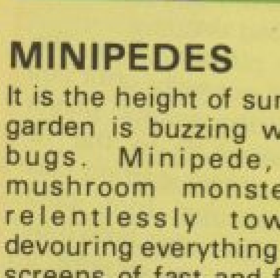
MINIPEDES

It is the height of summer and the garden is buzzing with bees and bugs. Minipede, a mutant mushroom monster advances relentlessly towards you, devouring everything in its path. 15 screens of fast and furious action make Minipedes a real challenge to the arcade enthusiasts.
Commodore 64 - VIC 20 16K
J.S. or K.B. £5.95

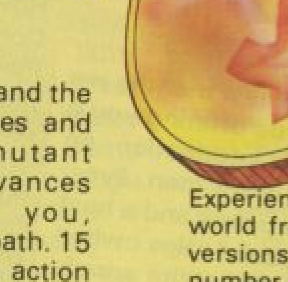
Experience the thrills of the gambling centre of the world from the comfort of your own armchair. Both versions include features such as spinning reels, hold, number-feature nudges, gamble/collect, spin score and hi-score. The Commodore 64 version has additional features, nudge, reward lucky 3, step-a-win and hi-score tables.
As with any arcade machine the odds are stacked against you!
Commodore 64 - VIC 20 16K **K.B. £5.95**

TOM THUMB

Tom is trapped in a scrolling maze populated by loathsome creatures, guardians of the lost treasures of the Magezam. Six separate screens, five levels of difficulty and four player option provide an exciting challenge for the whole family. Another stunner from the author of **BONGO!**
(1 to 4 players)
Commodore 64 - VIC 20 16K
J.S. £5.95



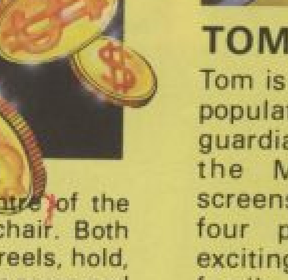
J.S. AND KEYBOARD £7.95



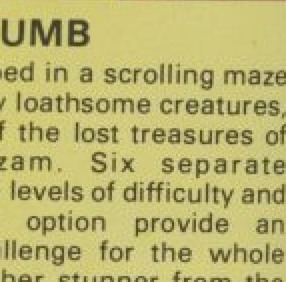
J.S. £7.95



J.S. AND KEYBOARD £5.95



J.S. or KEYBOARD £7.95



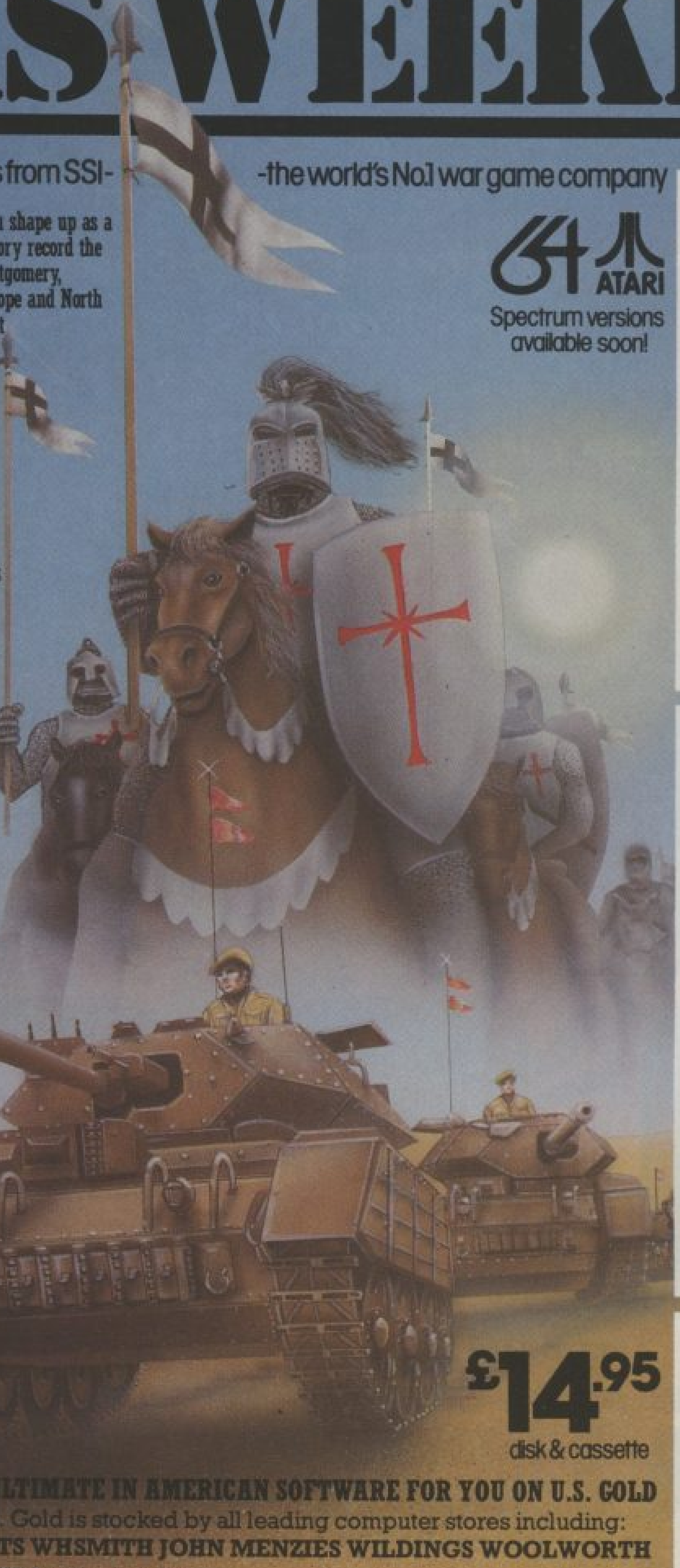
J.S. £7.95

COMMODORE 64 VIC 20

TRADE ENQUIRIES: ANIROG SOFTWARE LTD. 29 WEST HILL DARTFORD KENT (0322) 92513/8
MAIL ORDER: 8 HIGH STREET HORLEY SURREY 24 HOUR CREDIT CARD SALES HORLEY (02934) 6083
PAYMENT BY CHEQUE P.O. ACCESS/VISA 50p POSTAGE & PACKAGING

REWRITE HISTORY THIS WEEKEND!

All action strategy games from SSI- -the world's No.1 war game company



At last here is your chance to see how you shape up as a General in a real battle! The pages of history record the triumphs and failures as Eisenhower, Montgomery, Rommel and Von Rundstedt battled in Europe and North Africa. But with a clear thinking strategist like yourself in command perhaps the historians would have had a different story to write!

U.S. Gold is proud to present four of the best strategy games by Strategic Simulations Incorporated:

KNIGHTS OF THE DESERT pitches the British Forces of Montgomery against the might of Rommel and his Panzer Divisions in the classic North African campaign of 1941.

BATTLE FOR NORMANDY commences on 'D-Day' June 6th 1944 and relives the Allied Forces attempt to smash Hitler's Atlantic Wall.

TIGERS IN THE SNOW reconstructs the legendary Battle of the Bulge as in December 1944 the Panzer Divisions of Von Rundstedt try one last gamble in a desperate attempt to halt Eisenhower's advancing Allied lines.

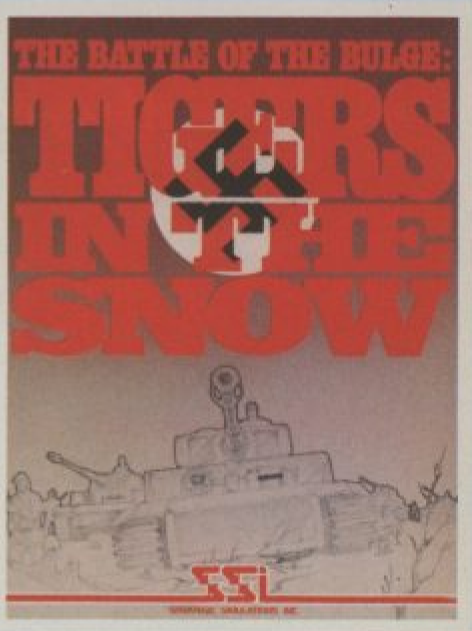
Who will be the victor and who the vanquished?

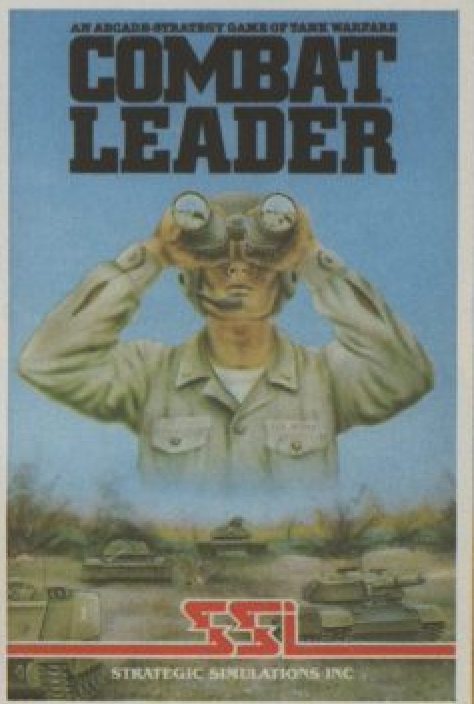
Only you have the answers!

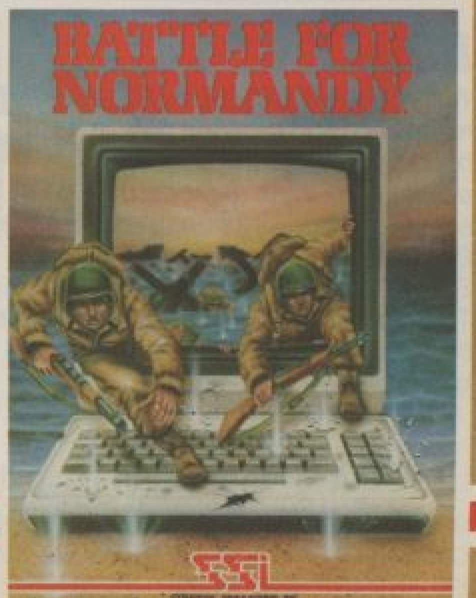
And if you're looking for strategy with arcade action then COMBAT LEADER will test all your wits, depth of thought and reflexes in this toughest of battle challenges!

64 ATARI

Spectrum versions available soon!







£14.95 disk & cassette

THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD

U.S. Gold is stocked by all leading computer stores including:

BOOTS WHSMITH JOHN MENZIES WILDINGS WOOLWORTH

U.S. GOLD All American Software

DEALERS! For information on how to become a U.S. Gold Stockist write to: CentreSoft Ltd., Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone: 021-359 3020.

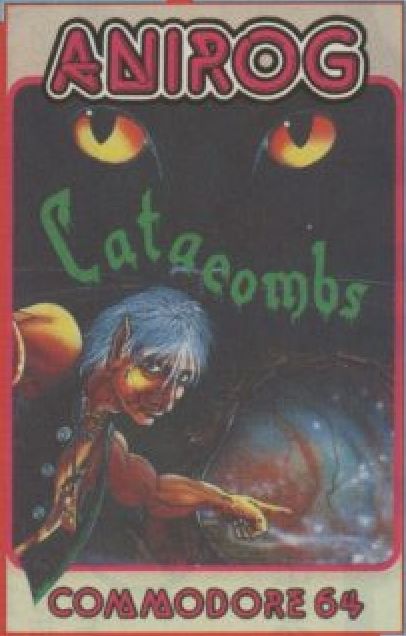
SSI STRATEGIC SIMULATIONS INC.

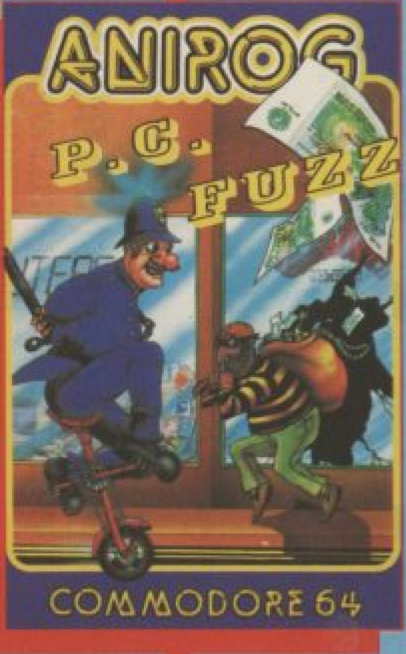

believing
There are twenty games now available from Firebird, and that's just the beginning. All the software is produced to the same high professional standards and all are available at the remarkably low price of
£2.50
FIREBIRD
SOFTWARE
The new range from British Telecom.
You'd better believe it!!!
FIREBIRD SOFTWARE, WELLINGTON HOUSE, UPPER ST. MARTIN'S LANE, LONDON WC2 9DL. TEL: 01-379 6755/5626
Firebird and the Firebird logo are trademarks of British Telecommunications plc.

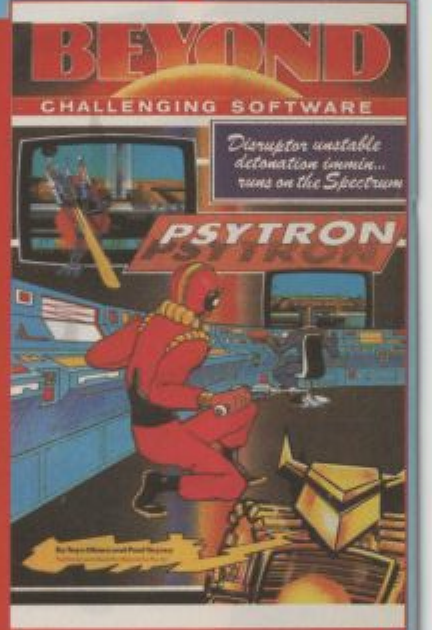
DAILY Mirror

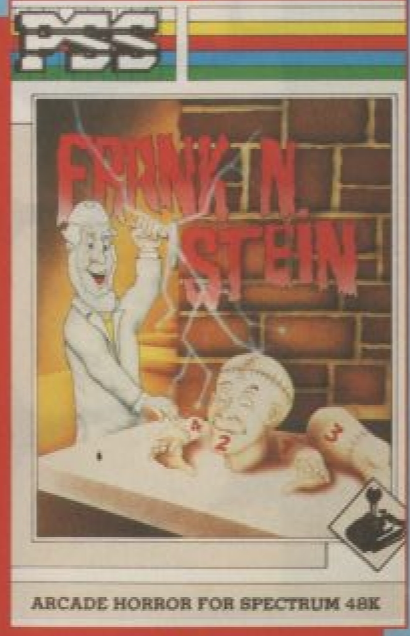
COMPUTER & VIDEO GAMES

SOFTWARE TOP 30









THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE Publisher	Computer	SPECTRUM	VIC 20	CMMDRE 64	ELECTRON	ATARI	DRAGON	ORIC	BBC	OTHER
					(Also Available on)								
1	25	2	DALEY THOMPSON'S DECATHLON OCEAN	SPECTRUM	●		●						
2	1	3	DALEY THOMPSON'S DECATHLON OCEAN	COMMODORE 64	●		●						
3	3	2	MONTY MOLE GREMLIN GRAPHICS	SPECTRUM	●		●						
4	5	14	JET SET WILLY SOFTWARE PROJECTS	SPECTRUM	●								
5	2	6	FULL THROTTLE MICROMEGA	SPECTRUM	●								
6	9	8	SABRE WULF ULTIMATE	SPECTRUM	●								
7	4	8	BEACH HEAD ACCESS/U.S. GOLD	COMMODORE 64			●						
8	11	8	LORDS OF MIDNIGHT BEYOND	SPECTRUM	●								
9	6	4	DECATHLON ACTIVISION	COMMODORE 64			●						
10	8	7	TORNADO LOW LEVEL VORTEX	SPECTRUM	●								

Home computers. The report you've been waiting for: simple, factual, honest, comprehensive and 100% biased.

ALL you need to know about computers can be summed up in one word: Commodore. (Well, we did tell you this would be biased).

We make everything you'll ever need to get the most out of home computing: all the *hardware* and all the *software*. (And if you don't understand what that means, simply look under "H").

That's what these three pages are all about: explaining what computers are (without the scientific jargon), how they work (without any technical mumbo-jumbo), and how you can get more enjoyment out of them (without much difficulty).

BASIC. Most home computers speak the same language. It's called BASIC. This is a friendly way of saying "Beginners All-Purpose Symbolic Instruction Code."

There are different kinds of BASIC and, like languages, some are a little easier to understand than others. Like, for instance, BASIC 3.5 in the *Commodore plus/4* and *Commodore 16* computers. BOOKS you can read: "Teach Yourself Computer Programming With The Commodore 64" and "Programmers Reference Guide."

CASSETTE. Just as you keep your favourite TV programmes on video cassette, and your favourite music on audio cassette, you can keep your favourite computer programs on cassette too. You can buy pre-recorded programs in a shop, or you can write them yourself. Cassettes are just one form of program storage and playback – see also *Cartridges* and *Disk Drive*.

The Commodore 1530 and 1531 cassette units have been specifically designed to get the very best out of our computers, and provide consistently reliable results.



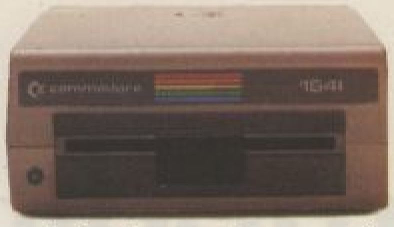


CARTRIDGES. These are programs that plug directly into the back of the computer itself.

CPU stands for Central Processing Unit. This is the computer's "brain," and basically it's what does all the hard work.

CHIP: micro. A very complex electrical circuit that has been miniaturised in silicon. Unlike other home computer companies, Commodore manufacture their own chips, so first class quality can be maintained.

DISK drive. A program storage system, like *cassettes*, but much faster. You can find the program you're looking for in seconds instead of minutes. Disks, which can be used again and again for recording or re-recording programs, are placed in the disk drive which then transfers the information or instructions to the *CPU*.



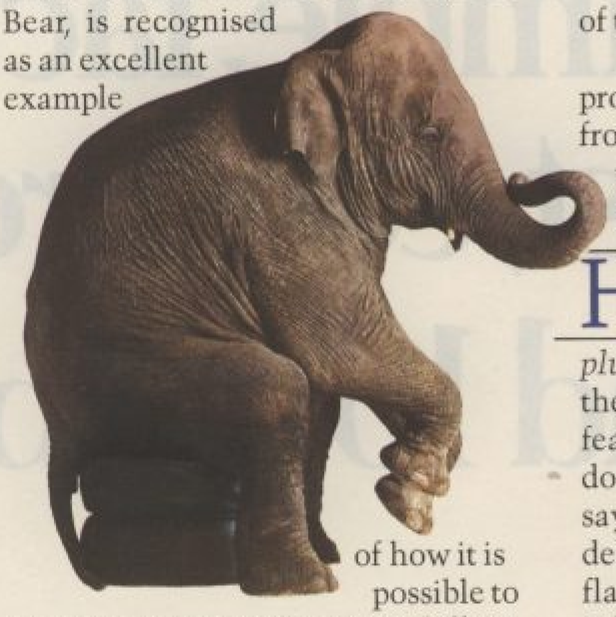
EDUCATION software from Commodore. We are continually working with educationalists, improving our range of programs for the pre-school to "O" level age groups and beyond.

Many claim computers are an essential educational aid.

We tend to agree!

Our "Get Ready to Read" series, with a lovable character called B.J. The Bear, is recognised as an excellent example of how it is possible to develop reading and writing skills in pre-school children.





ELEPHANT: well-known symbol of the *Commodore 64's* enormous 64K memory. And don't you forget it!

FOUR is for Commodore plus/4, our very latest home computer with four, very popular built-in programs: wordprocessing, spread-sheet (financial planning), database (filing), and graphics.



It has an extensive 64K memory, with an exceptionally large 60K available for use. The plus/4 comes equipped with the Commodore BASIC 3.5 with over 75 programming commands.

Other features include comprehensive graphics, 121 colours and sound facilities.

GORTEK and the Microchips is a unique programming course, for children of all ages, that links learning exercises with a space adventure story.

GRAPHICS.

The pictures and diagrams on a *monitor* or TV screen, either high or low resolution.

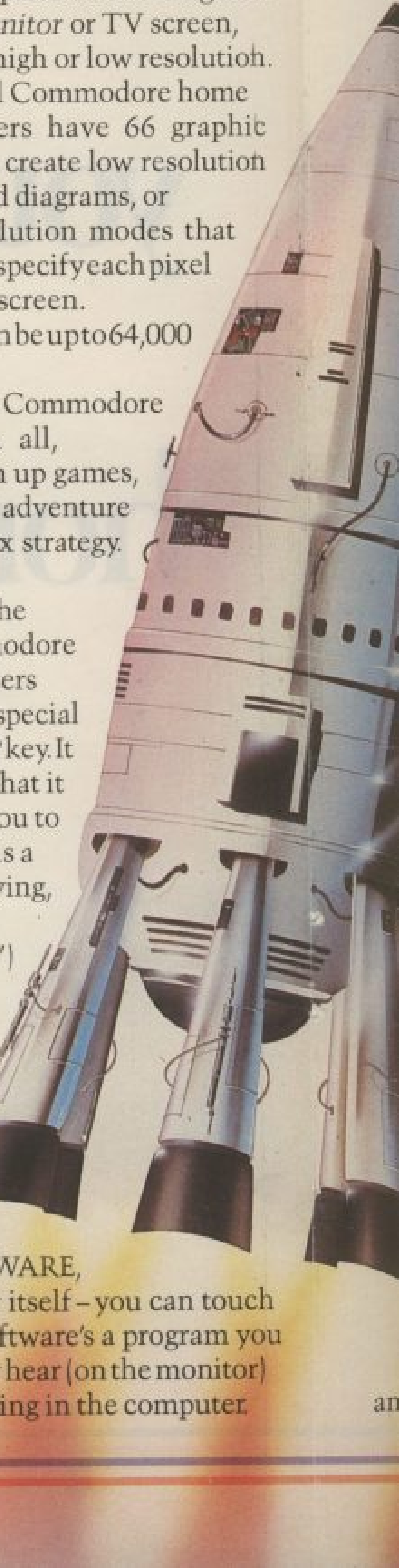
All Commodore home computers have 66 graphic symbols to create low resolution pictures and diagrams, or high resolution modes that allow you to specify each pixel (or dot) on the screen.

(There can be up to 64,000 of these).

GAMES: Commodore produce them all, from shoot 'em up games, to games of adventure and complex strategy.

HELP! On the Commodore *plus/4* computers there is a very special feature: a HELP key. It does exactly what it says: it helps you to debug (which is a flash way of saying, "identify and correct errors") when you're programming.

It highlights errors right down to individual instructions.



HARDWARE,

The computer itself – you can touch it. Whereas software's a program you can only see or hear (on the monitor) when it's running in the computer.



INTEGRAL software is software that's actually built into the computer, as on the Commodore *plus/4*, the very latest in home computing.

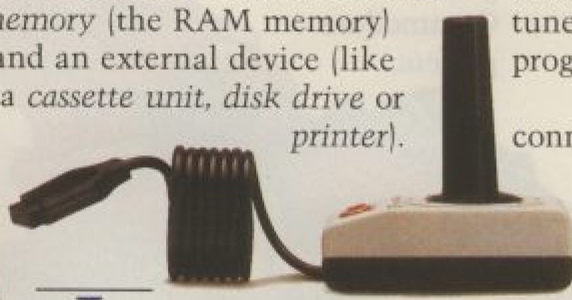
INTRODUCTION to BASIC. Just as you don't need to understand how a car works to be able to drive it, you don't have to understand how a computer works to be able to use one.

But you will definitely get more enjoyment out of it if you do have a basic knowledge of programming.

Which is why "Introduction to BASIC" has become the most popular software tutorial.

It comprises 2 cassettes and an easy-to-follow, step-by-step booklet.

INPUT/output: the part of the computer that allows data to be transferred between its own internal *memory* (the RAM memory) and an external device (like a *cassette unit, disk drive* or *printer*).





JOYSTICK and paddles. As well as improving speed and accuracy, these make games more real by putting the control of whatever it is on the screen directly into your hands.

KILOBYTE is 1,024 bytes. So "K" stands for a unit of 1,024 or 2^{10}. A 64K byte memory unit contains 64 x 2^{10}, or 65,536 bytes of memory. And if you don't understand all that, don't worry.

All that's important is knowing you can run more complex programs through a computer with a large memory, than one with a small memory.

LANGUAGE. This is a system of coding that can be understood by a computer. It allows you to "speak" to the computer, and for the computer to "speak" to you. Most home computers speak *BASIC*, but there are also other languages available for Commodore computers that have been designed for specific uses. For example, LOGO and PILOT in *education*.

MONITOR: this is the screen on which you can see what you've typed into the computer, and also what the computer is saying back to you You can use an ordinary TV screen, but more preferable is a colour video monitor, like the Commodore 1701.

This is a special device that produces much higher resolution than a TV, and so offers superb reproduction and clarity.

On top of which it allows the rest of the family to stay tuned-in to their favourite TV programme while you're tuned-in to your favourite computer program.

MODEMS allow computers to connect via a telephone line to other computer systems. Commodore 64 modem owners can communicate with other owners, join systems like Prestel/Micronet and an exciting new system called Compunet, where quality software is available cheaply or even free.



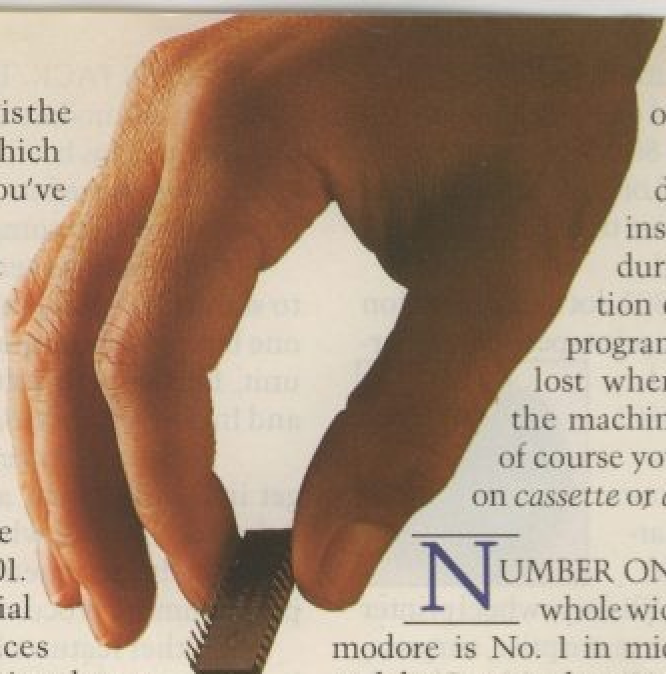
MEMORY. There are two basic types of memory: ROM and RAM.

Read Only Memory (ROM) is the computer's permanent built-in memory which tells the computer what to do. It doesn't disappear when the computer's switched off.

Random Access Memory (RAM), however, is for temporary storage.



It's the part of the computer's memory that's free for you to use. It can be erased and used over and



over again. It stores data and instructions during the execution of a computer program. These are lost when you switch the machine off – unless, of course you store them on *cassette* or *disk*.

NUMBER ONE. In the whole wide world, Commodore is No. 1 in microcomputers, and the Commodore 64's the No. 1 best seller.



ORIGIN of the computer. In the 19th Century an Englishman, Charles Babbage, invented the first true computer. But his "Analytical Engine", was so ahead of its time, it turned out to be impossible to build!

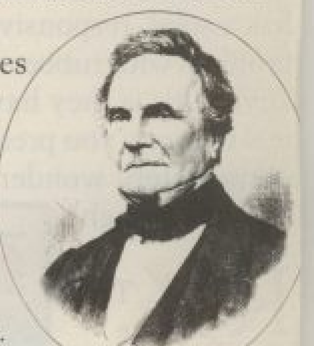
The modern computer first appeared around the time of World War II. Britain's "Colossus" was vast, consumed vast amounts of electricity, required its own air-conditioned room, was unreliable and difficult to operate.

It had its limitations.

Then came the amazing transistor... integrated circuits... and microcomputer.

The first desk top microcomputer in the world was the Commodore PET (a friendly name for Personal Electronic Transactor), in 1977.

In effect Commodore had taken hitherto huge, mysterious machines accessable only to eggheads, reduced the size and price, and put them into the hands of ordinary mortals in ordinary offices.



PERIPHERALS. These are outsid the main body of the computer, but are connected to it.

They perform a definite function, which is usually *input* or output.

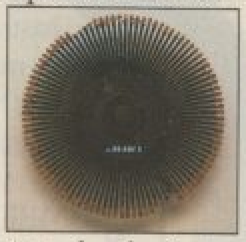
PRINTER: One of the ways a computer can "speak" to us.

It means you can actually keep, on paper, the fruits of all your labour.

The Commodore range includes four printers and one printer plotter.

The MPS 801 dot matrix printer has a print speed of 50 characters per second (about five times as fast as the fastest secretary).

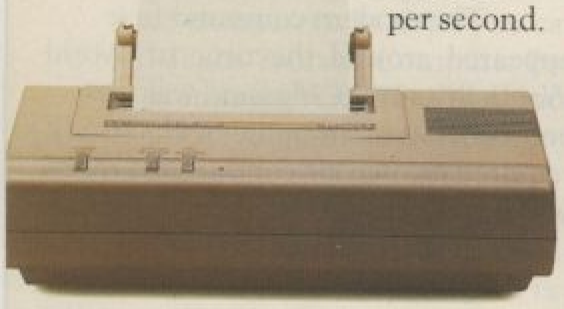
The MPS802 dot matrix friction feed printer has a print speed of 60 characters per second.



The MCS801 dot matrix colour printer has 7 colours and prints 38 characters per second.

The DPS1101 daisy wheel printer (called that because, surprise, surprise, the print wheel looks a bit like a daisy), produces superb quality print on all letters, reports and documents (the kind of quality one desperately requires on a letter to the bank manager). There's a range of alternative type faces available on additional print wheels. Speed: 18 characters per second.

And the 1520 printer plotter, (illustrated). This has 4 colours, and opens up a whole new world of graphic print-out ability. You can draw pictures, create graphic designs, plot graphs or construct bar and pie charts. Speed: 14 characters per second.



QWERTY – the top 6 letters on a typewriter. Unlike lesser machines, all Commodore computers have full-size, professional typewriter keyboards. The Commodore keyboard has a solid, responsive feel to it. (The problem with rubber or membrane keyboards is they have a soft, spongy feel to them: you press a key and immediately wonder if the message has got through).

RANGE. The range of Commodore software is enormous. There is something as they say, for everyone: educational, business, home and games.



STARTER PACK. The Commodore 16 Starter Pack has been specially designed to introduce you to computing.



It contains everything you need to start home computing, complete in one box: a 16K computer, cassette unit, four superb software programs, and Introduction to *BASIC* Part 1.

It has a *Help* key in case you get into difficulties, and incorporates Advanced *BASIC*, which has been specifically designed to simplify the programming process.

Other features include: 4 cursor keys, 2 joystick ports, an astonishing 121 colours, plus excellent sound and *graphics* capabilities.

TUNES. Commodore make software to help you compose your very own music.

All our home computers have great sound and music capabilities.

USER friendly. This is a program that explains itself as it goes along, or a computer that people can easily operate.

Every computer manufacturer now claims its products are "user friendly," but only Commodore really demonstrates it. For example, our *Help* key and use of Advanced *BASIC*.

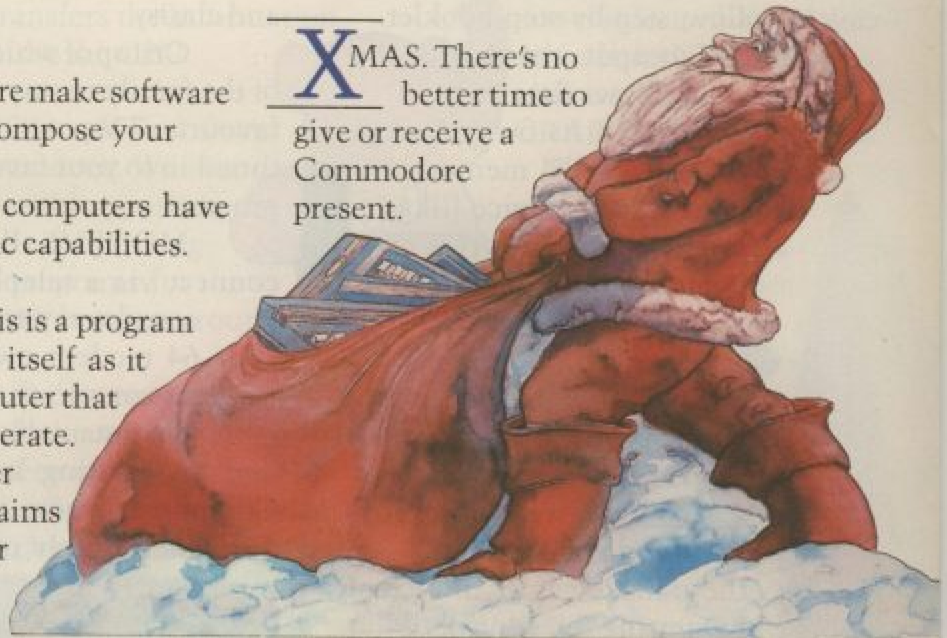
VERTICAL integration is not as complicated as it sounds. All it means is that Commodore make everything to do with computers, from the *micro-chip* to the computer casing.

So we have complete control over everything, from design to distribution.

Also, everything has been specifically designed to get the very best out of your Commodore computer system.

WOMEN also are discovering computers – and not just in offices, but at home. Computers aren't sexist. They were invented for everyone, and the fact that they're fun, exciting, educational, practical and time-saving are benefits that apply to women just as much as to men.

XMAS. There's no better time to give or receive a Commodore present.



YIPPEE! Yes, now you know (or should do) that computers are really interesting. They're not just about space games with horrendous monsters. Nor are they horrendously complicated machines that you need a maths degree to understand.

Computers are the future, and it's important that you and, even more so, your children don't get left behind in the past.

With a Commodore computer and a *peripheral* or two (and we now know what those are, don't we?) whole new leisure and business opportunities will immediately be opened to you.

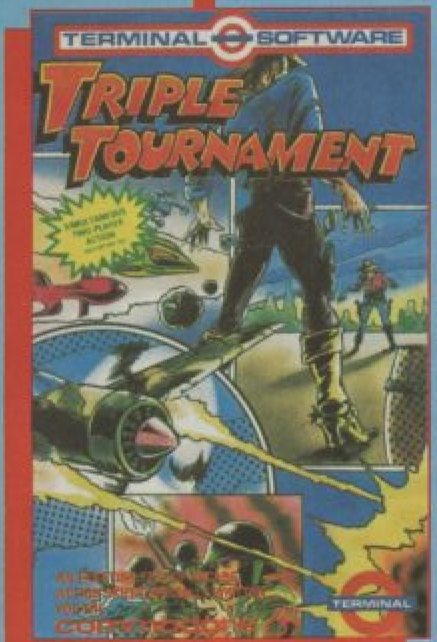
Make the choice now and (just so long as it's Commodore) we promise you will never regret it.

ZIP us a line if you would like to receive more information on any Commodore products.

Write or telephone: Commodore Information Centre, 1 Hunters Road, Weldon, Corby, Northampton NN17 1QX. Tel: Corby (0536) 205252.

commodore

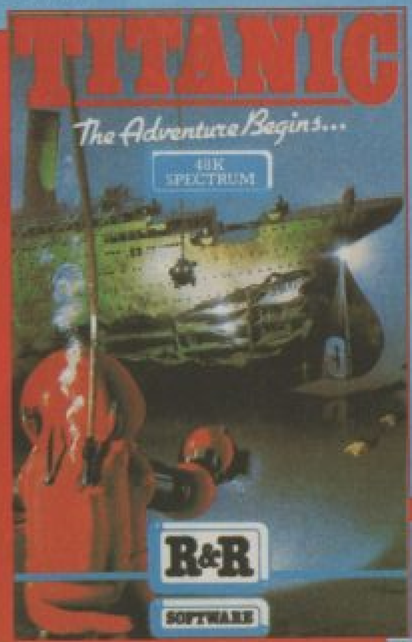
COMMODORE 64



8	11	8	LORDS OF MIDNIGHT BEYOND	SPECTRUM	●								
9	6	4	DECATHLON ACTIVISION	COMMODORE 64			●						
10	8	7	TORNADO LOW LEVEL VORTEX	SPECTRUM	●								
11	14	5	MATCH POINT PSION	SPECTRUM	●								
12	15	2	VALHALLA LEGEND	COMMODORE 64	●		●						
13	20	2	OLYMPICON MITECH	SPECTRUM	●								
★14		1	DEATH STAR INTERCEPTOR SYSTEM 3	COMMODORE 64			●						
15		1	INTERNATIONAL SOCCER COMMODORE	COMMODORE 64			●						
16	7	4	MICRO OLYMPICS DATA BASE/MICRO USER	SPECTRUM	●		●				●		
★17		1	FRANKENSTEIN P.S.S.	SPECTRUM	●								
★18		1	FOREST AT WORLD'S END INTERCEPTOR	SPECTRUM	●								
19	22	15	ATIC ATAC ULTIMATE	SPECTRUM	●								
20	24	2	FRAK ARDVAAK	B.B.C.									●
21	19	2	WAR OF THE WORLDS C.R.L.	SPECTRUM	●								
22	18	15	FIGHTER PILOT DIGITAL INTEGRATION	SPECTRUM	●								
★23		1	GIANT'S REVENGE THOR	SPECTRUM	●								
24	10	2	MONTY MOLE GREMLIN GRAPHICS	COMMODORE 64	●		●						
★25		1	FLIP & FLOP STATE SOFTWARE	COMMODORE 64			●						
26		1	ARABIAN NIGHTS INTERCEPTOR	COMMODORE 64			●						
★27		1	ASTRO CHASE STATE SOFTWARE	COMMODORE 64			●						
★28		1	BATTLE OF THE MEDWAY P.S.S.	SPECTRUM	●								
29	13	9	PSYTRON BEYOND	SPECTRUM	●								
30		1	FOOTBALL MANAGER ADDICTIVE	COMMODORE 64				●					

★NEW





Look out for the brand new 'Top 10' in the Saturday edition of the DAILY MIRROR, every fortnight.
Plus the complete 'Top 30' in Computer & Video Games at your newsagent on the 16th of every month.
Information compiled by N.O.P. Market Research Ltd.











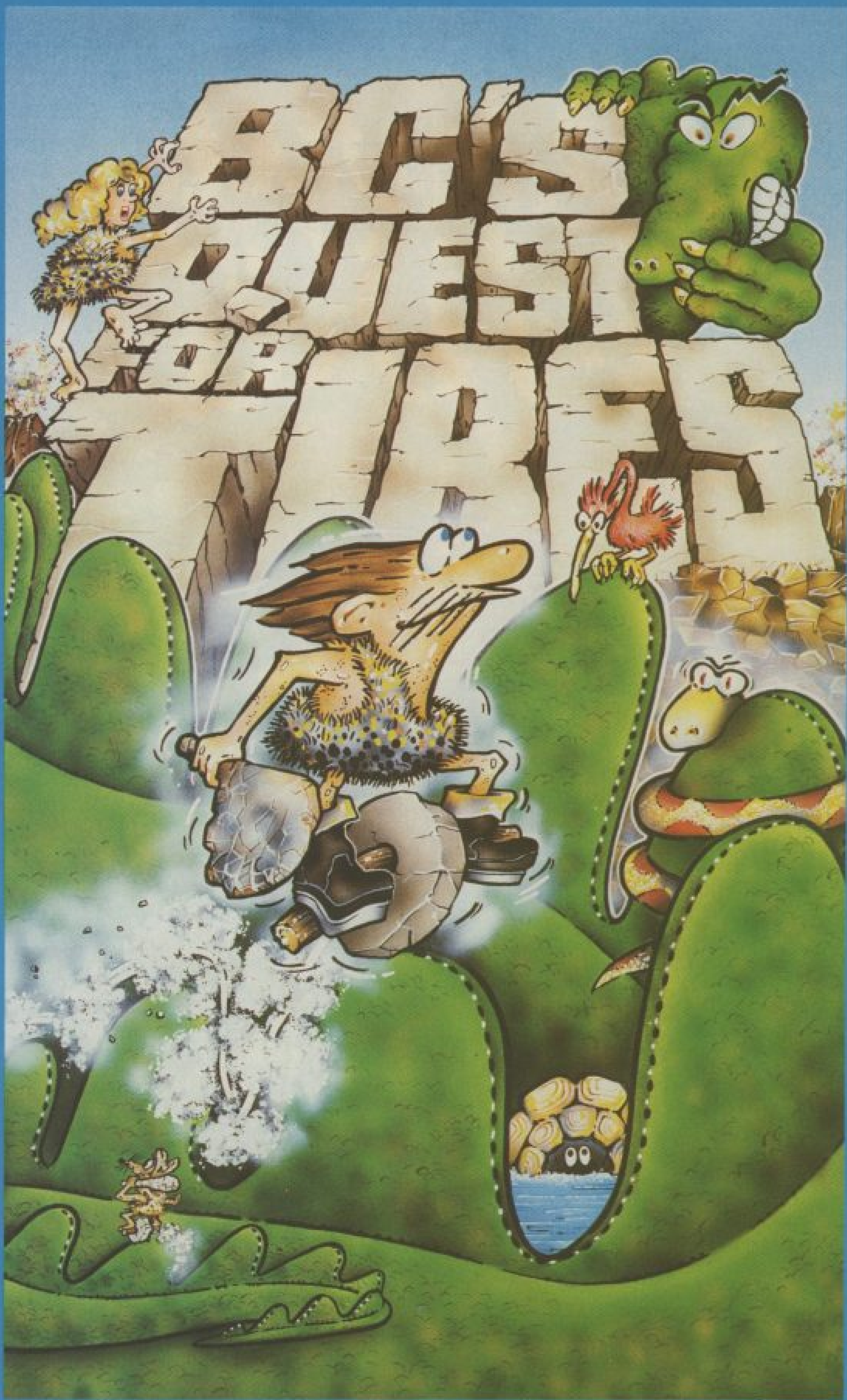


Can Thor save Cute Chick from the hungry dinosaur? Only you can help. At first he only has to jump rocks and holes. Then he must jump and duck, almost simultaneously, to avoid the logs and low hanging tree limbs in the Petrified Forest. The only way Thor can get across the river is to hop on the turtles' backs. These turtles sometimes get tired and submerge at the wrong moment, much to Thor's dismay! To add to Thor's difficulties, his arch-enemy Fat Broad is waiting on the other side to ambush him. If Thor's timing is good, the Dooky Bird is overhead, the prehistoric bird will pick him up and carry him across!

Thor must build up plenty of speed during his downhill run before the cliff. Timing is crucial, too. If Thor's balance is off or he is too slow he will crash into the ravine or the face of the cliff. Once over the cliff, Thor faces his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.

Once again Thor must cross the river on the turtles' backs. Then, at last, he must face the dinosaur! If Thor can get past the dinosaur and into the cave, he has only a short way to go to rescue Cute Chick. On his way, Thor must duck under stalagtites and jump over stalagmites to avoid crashing.

If Thor does crash, don't worry: he has five wheels. But True Love is calling him, so use all your agility and cunning to help him rescue Cute Chick!



Available on the Commodore 64

© Sydney 1984. Licensed from Sierra-on-line ™.
Licensed to Software Projects. Produced by Software Projects.

Send a large stamped addressed envelope for more detailed information on our new releases, plus a free large poster.

All sales enquiries to:
Colin Stokes
(Sales and Marketing)

For Mail Order only:
Software Projects, P.O. Box 12, L25 7AF

Selected titles available from:–
John Menzies, HMV, Boots, Woolworth, Spectrum and other large department stores and all good major software retailers.

Please send me a copy of

BC'S QUEST FOR TIRES	□	£9.95	Please tick
LODERUNNER	□	£9.95	where applicable

I enclose cheque/PO for ....

(Please add £1.00 for orders outside UK)

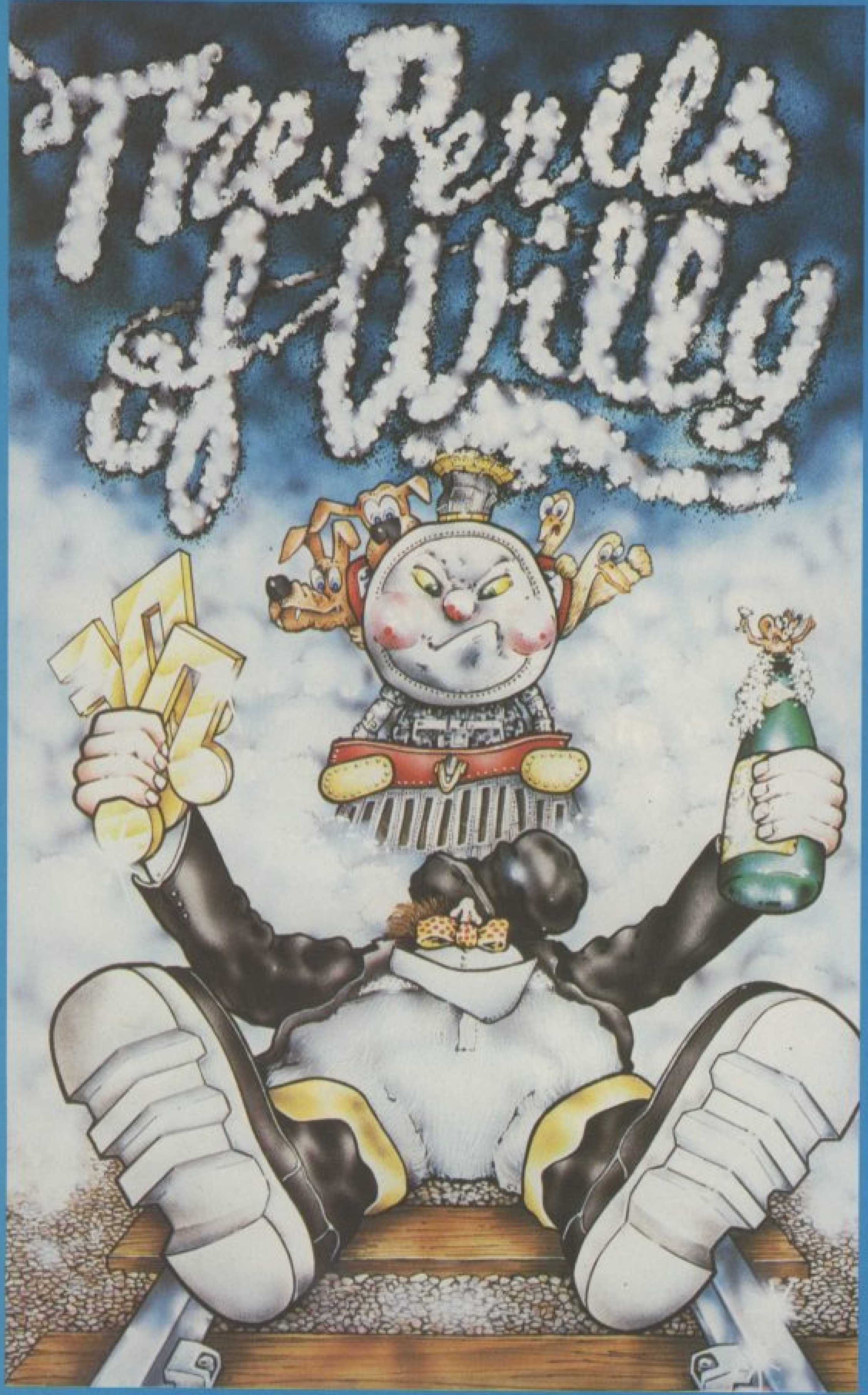
Access Card No. ....

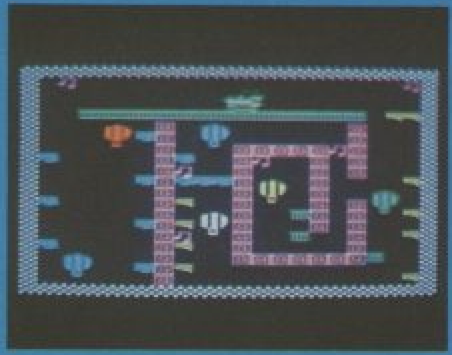
Name ....

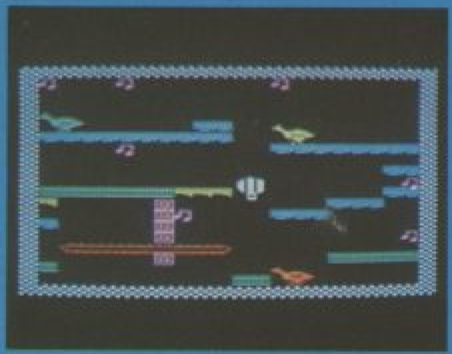
Address..

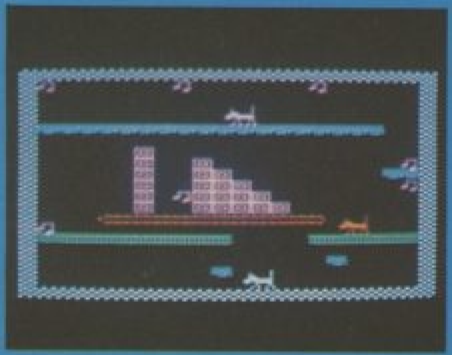
....

For Mail Order only:
Software Projects, P.O. Box 12, L25 7AF









Oh what a night, drinking, dancing and singing 'til dawn. Now it's time for all the revellers to make their way home. Being a little worse for drink, you decide to walk home in the cool night air, rather than taking a taxi. Singing merrily along the way, you walk through the park and skip lightly over the ducks and catch the notes of music that seem to hang in the air. But be careful when approaching the railway, trains still run at this time of day and wild dogs are in search of food! When you have collected all the notes on the level you are on you will proceed to the next, collecting a time bonus on the way.

Miner Willy's first outing on the Commodore VIC 20.

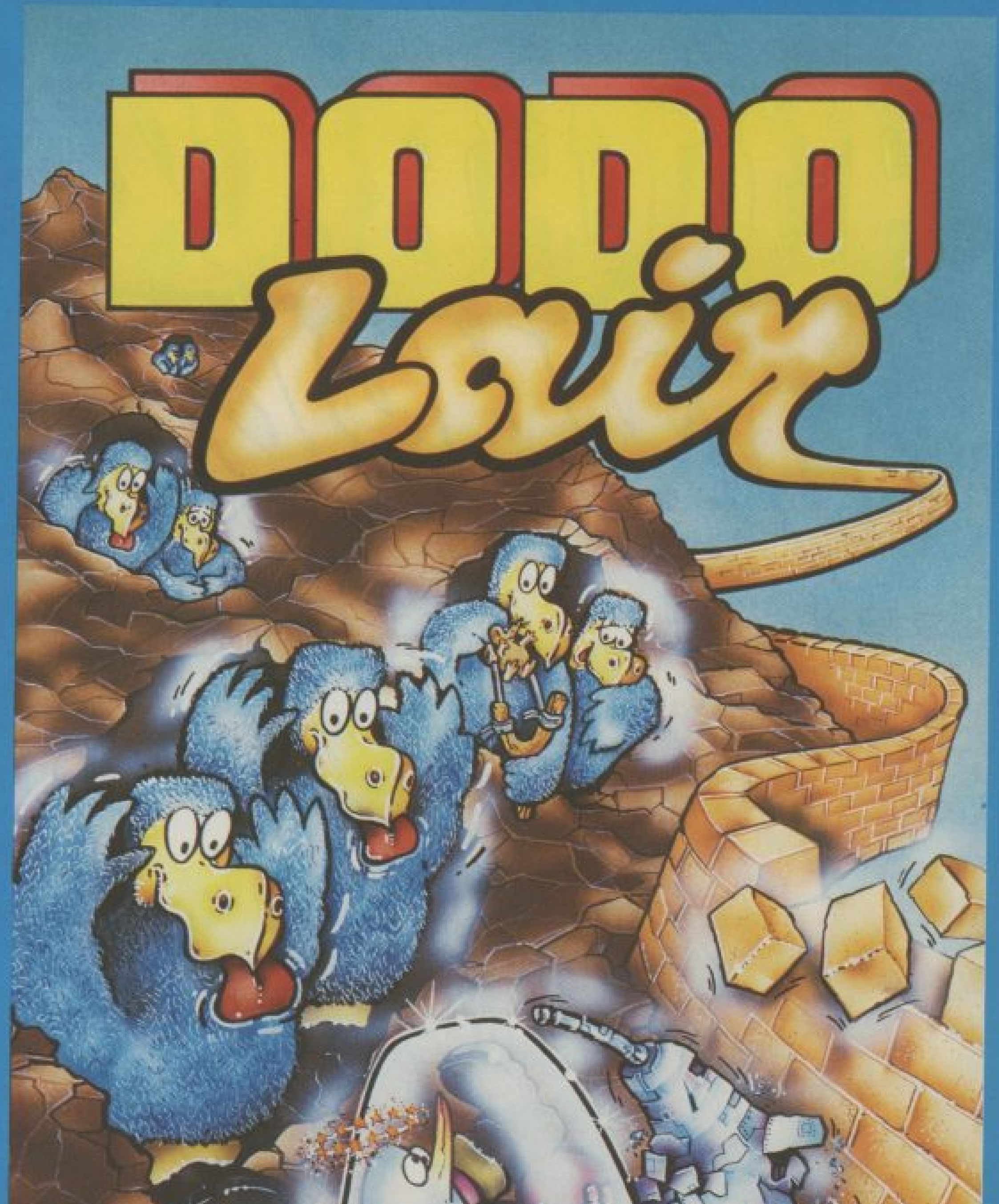
Available on the VIC 20 + 16K Expanded

SOFTWARE PROJECTS

Software Projects Limited, Bearbrand Complex, Allerton Road, Woolton, Liverpool L25 7SF.
Telex: 627520 Telephone: 051-428 9393 (4 lines).







Its army to enormous dimensions, soon its attack on mankind will commence. Exploring the outer regions of a weird landscape, your secondhand 'ground skimmer' has only a single laser in its armoury. Discovering the Dodo's secret means you must destroy as many beings as possible, as the Dodo will try anything in its power to prevent the secret getting out. The game has 9 attack waves with progressive difficulty and speed. There's a bonus life every 10,000 points and bonus points after every wave, dependant on which level you are on (Bonus=Wave Number x 1000). After the wave bonus the Dodo must be hit 12 times, by bringing the number on the right of the score from 88 to 100. The number of 'Mults', 'Wallys' and 'Buildas' is also dependant on the wave number.
WARNING: 'Mults' are not affected by laser fire, but in fact, feed on it. The 'ground-skimmer' can be destroyed on collision with any enemy or enemies weapons, or by letting the 'BBs' (purple coloured enemy) getting to the far right of the screen.

Available on the Unexpanded VIC 20

Send a large stamped addressed envelope for more detailed information on our new releases, plus a free large poster.

All sales enquiries to:
Colin Stokes
(Sales and Marketing)

For Mail Order only:
Software Projects, P.O. Box 12, L25 7AF

Selected titles available from:–
John Menzies, HMV, Boots, Woolworth, Spectrum and other large department stores and all good major software retailers.

Please send me a copy of

PERILS OF WILLY ☐	£5.95	Please tick
DODO LAIR ☐	£5.95	where applicable

I enclose cheque/PO for ....

(Please add £1.00 for orders outside UK) Access

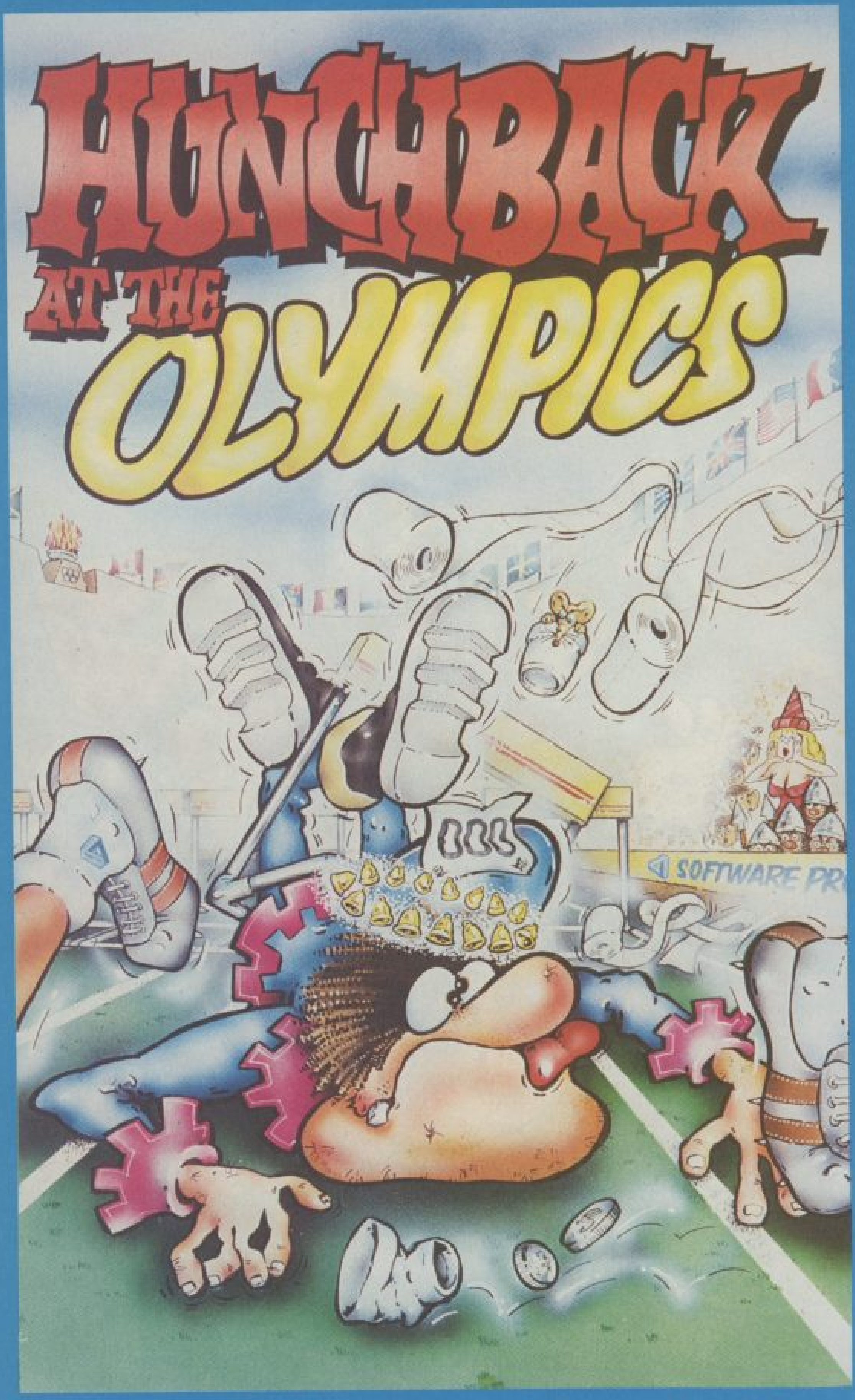
Access Card No. ....

Name ....

Address..............................

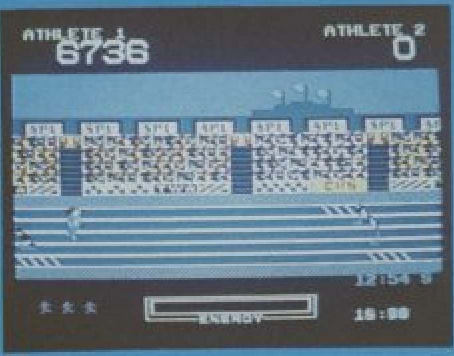
....

For Mail Order only:
Software Projects, P.O. Box 12, L25 7AF









Can you help Quasimodo win the respect and admiration of his sweetheart Esmerelda by "Going for Gold" in the Olympics. He has to compete in several events, all of which need quick thinking and agility. Watch as he races against the clock in both the 100 metre dash and the hurdles, see his dexterity with the javelin, discus and shot putt. Look at the graceful way he travels through the air in the long jump and high jump events. Will he earn the praise and adoration of the excited crowd as well as Esmerelda or the boo's and jeers of an exceedingly disappointed gathering. Only you can decide as you help Quasimodo in these exciting track and field events.

The above screens are from the Commodore 64 version.

Available on 48K Spectrum and Commodore 64

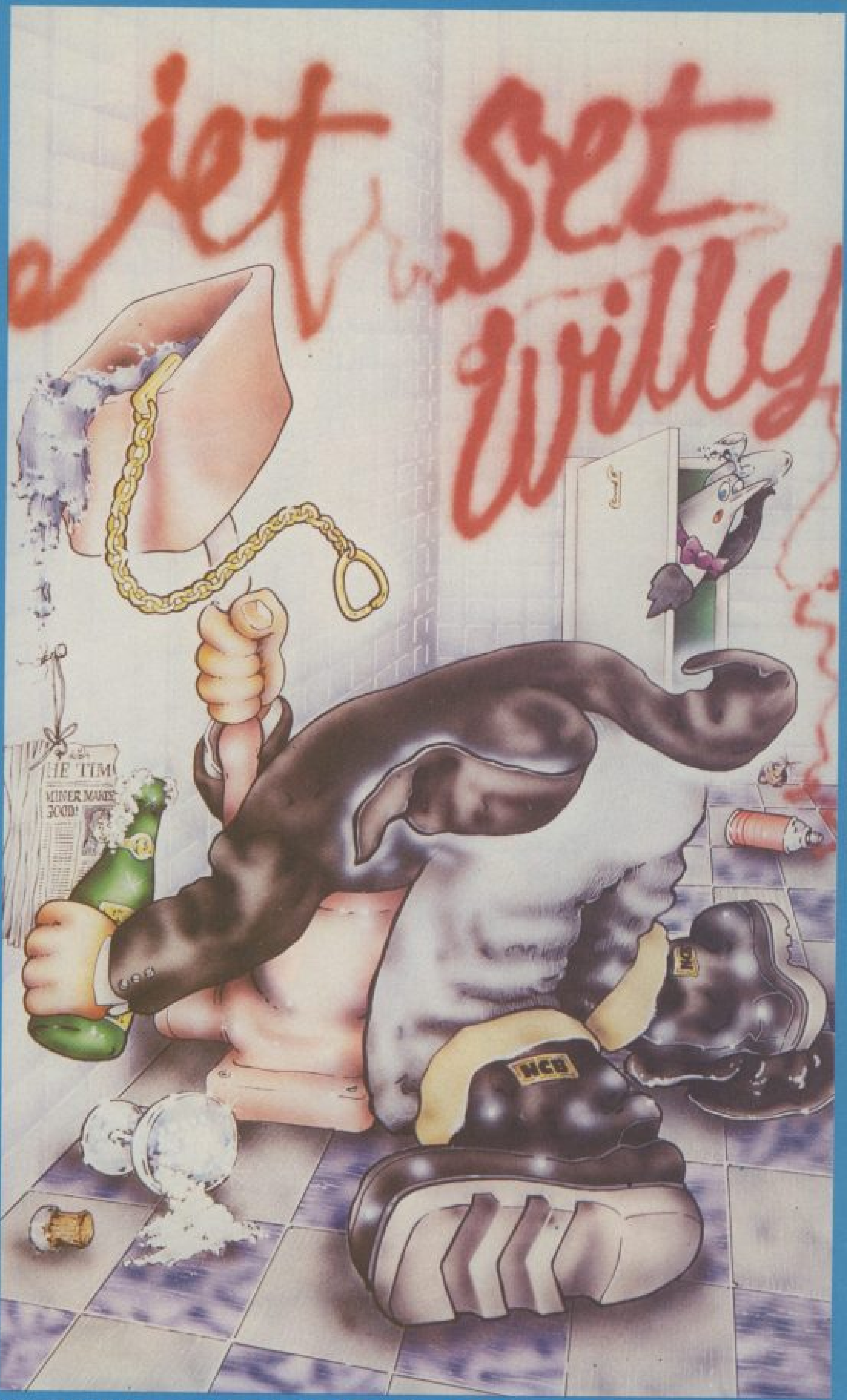
SOFTWARE PROJECTS

Software Projects Limited, Bearbrand Complex, Allerton Road, Woolton, Liverpool L25 7SF.
Telex: 627520 Telephone: 051-428 9393 (4 lines).









Miner Willy, intrepid explorer and nouveau-riche socialite, has been reaping the benefits of his fortunate discovery in Surbiton. He has a yacht, a cliff-top mansion, an Italian housekeeper and a French cook, and hundreds of new found friends who really know how to enjoy themselves at a party. His housekeeper, Maria, however, takes a very dim view of all his revellery, and finally after a particularly boisterous thrash she puts her foot down. When the last of the louts disappears down the drive in his Aston Martin, all Willy can think about is crashing out in his four-poster. But Maria won't let him into his room until all the discarded glasses and bottles have been cleared away. Can you help Willy out of his dilemma? He hasn't explored his mansion properly yet (it is a large place and he has been very busy) and there are some very strange things going on in the further recesses of the house (I wonder what the last owner was doing in his laboratory the night he disappeared). You should manage O.K. though you will probably find some loonies have been up on the roof and I would check down the road and on the beach if I was you. Good luck and don't worry, all you can lose in this game is sleep.

This is a Computer and Video Games Hall of Fame Game.

Available on the 48K Spectrum, Commodore 64, Amstrad CPC 464 and MSX.

Send a large stamped addressed envelope for more detailed information on our new releases, plus a free large poster.

All sales enquiries to:
Colin Stokes
(Sales and Marketing)

For Mail Order only:
Software Projects, P.O. Box 12, L25 7AF

Selected titles available from:–
John Menzies, HMV, Boots, Woolworth, Spectrum and other large department stores and all good major software retailers.

Please send me a copy of — **Please tick were applicable**

HUNCHBACK ☐ Spectrum £5.95 ☐ Commodore 64 £7.95
JET SET WILLY ☐ Spectrum £5.95 ☐ Amstrad £8.95
☐ MSX £7.95 ☐ Commodore 64 £7.95

I enclose cheque/PO for ....

(Please add £1.00 for orders outside UK)

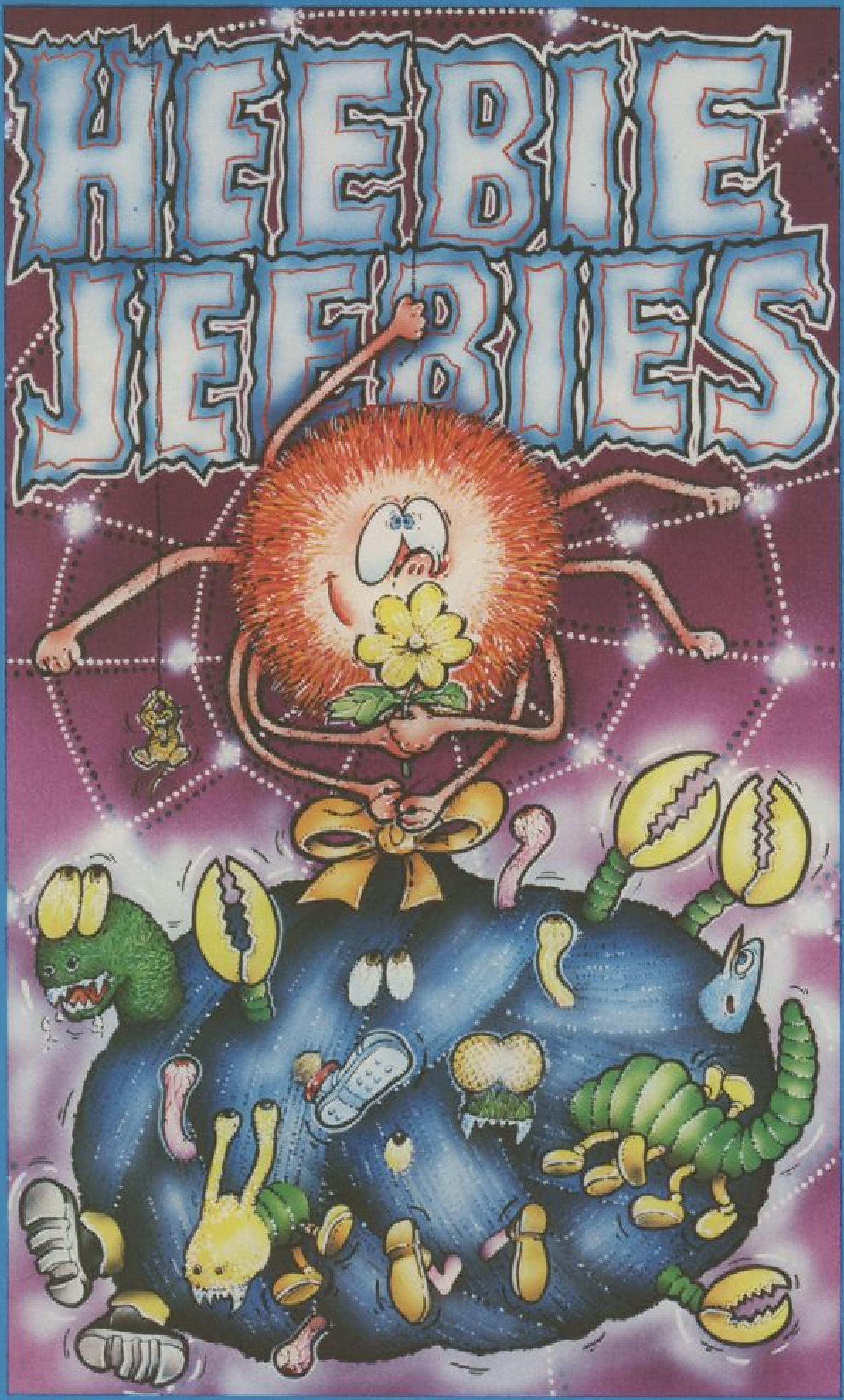
Access Card No. ....

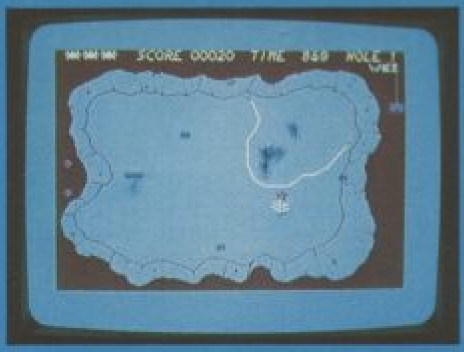
Name ....

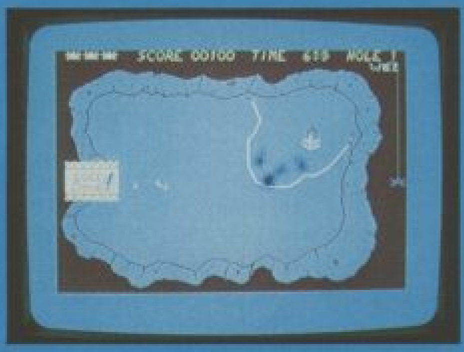
Address..

....

For Mail Order only:
Software Projects, P.O. Box 12, L25 7AF









You play the roll of a spider in this extremely compelling game and you are faced with escaping from some very perilous situations.

You are trapped in a hole from which you must escape, but there are other insects in the hole which make your task more difficult, as contact with any of them will lead to instant death. However you are not totally defenceless you are capable of leaving a web trail which only snails can cross. By collecting the twigs that are littered around and storing them against the left hand side of the hole between the two stones a bridge will form and you will be able to climb out. But be careful — there are 15 hazardous situations to contend with — each one more difficult than the last.

Available on the Commodore 64

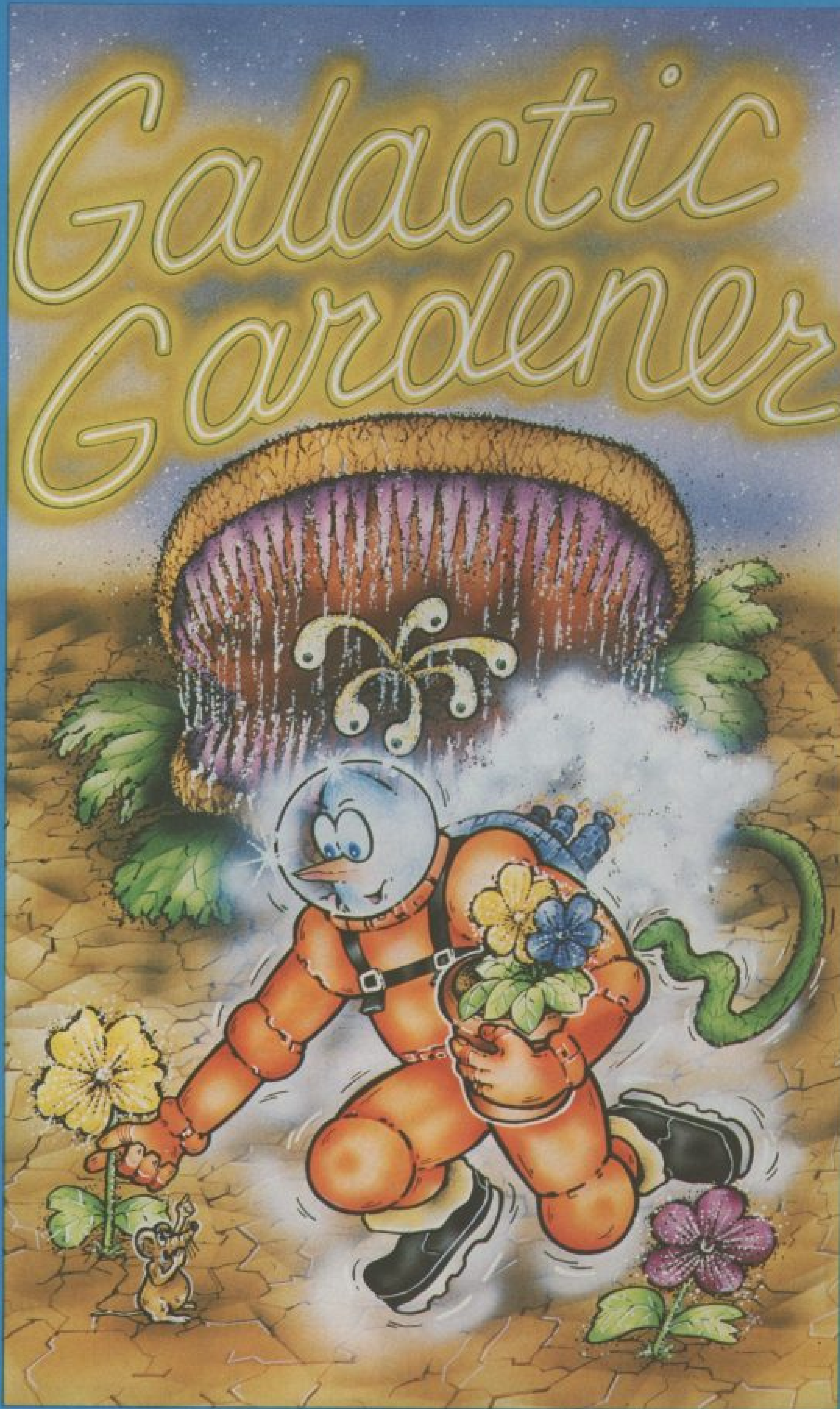
SOFTWARE PROJECTS

Software Projects Limited, Bearbrand Complex, Allerton Road, Woolton, Liverpool L25 7SF.
Telex: 627520 Telephone: 051-428 9393 (4 lines).









Once you were the head gardener in charge of a group of ten power-flowers. These have been stolen and hidden in a set of caves, from which you must retrieve them. The flowers are protected by forcefields, gates, begonias and patrolling snap-dragons. Be careful as the flowers are poisonous and you must find a pot to put each flower in before you try to pick it up.

The beans in the cave are harmless and extra points will be achieved by picking them up along the way, but don't touch their stalks.

If anything is touched other than a pot, beans, fuel dumps for re-fueling, sprays which can be used to stun the snap-dragons, or a plant if you have a spare pot, the result will be that you are teleported to the start of the game. It is possible for you to leave your teleport along the way so that in an emergency you will be transported back to your teleport. You begin the game with four teleport charges and an extra charge is gained for every flower collected.

Available on the Commodore 64

Send a large stamped addressed envelope for more detailed information on our new releases, plus a free large poster.

All sales enquiries to:
Colin Stokes
(Sales and Marketing)

For Mail Order only:
Software Projects, P.O. Box 12, L25 7AF

Selected titles available from:–
John Menzies, HMV, Boots, Woolworth, Spectrum and other large department stores and all good major software retailers.

Please send me a copy of

HEEBIE JEEBIES	☐	£7.95	Please tick
GALACTIC GARDENER	☐	£7.95	where applicable

I enclose cheque/PO for ....

(Please add £1.00 for orders outside UK)

Access Card No. ....

Name ....

Address..................................

....

For Mail Order only:
Software Projects, P.O. Box 12, L25 7AF



Adventure Extra

Welcome to the wonderful world of Adventure! Wizard-in-Chief, Keith Campbell, and his apprentices, Simon Clarke and Paul Coppins, have been hard at work in the C&VG dungeon slaving over hot adventure games. This issue they bring you up to date reviews of the newest Adventures around. Keith has also been hard at work with his Helpline database to answer all your Adventuring problems. He has also been talking to Terry Jones — the ex-Monty Python star responsible for Erik the Viking — the norse hero who spawned an Adventure game destined to be a Christmas hit.

•REVIEWS•



ODYSSEY OF HOPE

I hoped Martech's new Adventure would come up to a high standard because I had criticised their last offering on a false premise. I had claimed the instructions were inaccurate when, in fact, I had read them incorrectly.

For *Odyssey of Hope*, Martech has turned from Commodore to Spectrum and they sent me the game with a letter expressing their hope that I did not find the print on the inlay too small. All too often the inlay on a standard cassette has almost microscopic printing to squeeze it all in — have you noticed?

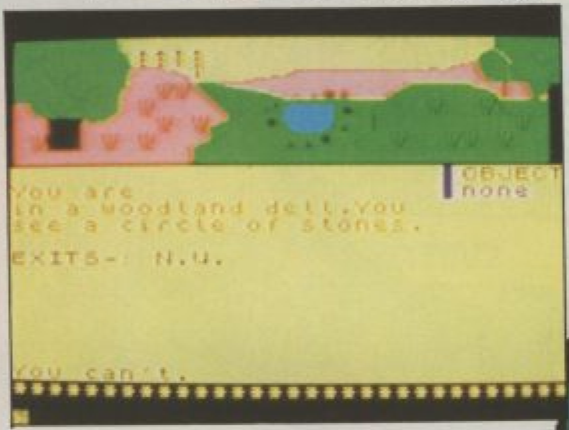
Anyway — no grounds for complaint this time — the inlay was clear, precise and uncluttered. Additional instructions were supplied on one side of the tape itself — to be loaded only if required.

On to the game proper, and here we come to the nitty gritty. What's in the pudding, I wondered?

Odyssey of Hope sets the player the task of returning Hope to the top of Mount Olympus. Hope was man's only gift following the escape of everything nasty when Pandora's box was opened. The player starts in the Temple and progresses as he may!

The game has graphics at every location and I have never seen such fast displaying graphics before on the Spectrum.

There is an unusual text-screen format, whereby the visible objects are always displayed and updated just



below the right-hand side of the picture. The prompting BEEP actually sounds some few seconds before the prompt appears.

The response time varies considerably, depending upon the command entered, and things therefore tend to become confused, with the eager player starting to type his next command before the computer is ready to receive it.

Taking an object gives by far the longest delay — an incredible eight-second wait. Admittedly, the way the screen displays the réplies gives one the impression that the time is far less, but that was the actual time and hence the confusion!

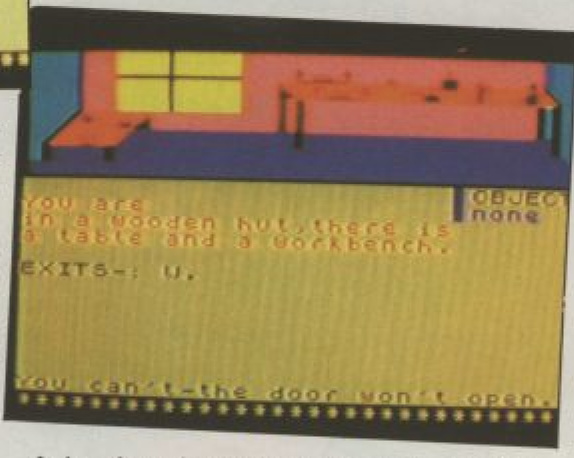
The game has a score feature based on problems solved and these seem to be banded in lumps of 4%. Unfortunately there are many of those "You are dead" locations, at which, without any warning whatsoever, you find yourself kaput, with no way of anticipating the danger.

It's been said before — anyone, but anyone, can devise an Adventure so based. Luckily there is a save routine and I certainly had to use it to play the game enough to be able to write this review!

I wandered into a wooden hut which was apparently a workshop. Within were a number of items of possible use, so I collected the lot, then turned around to make my way back.

"The door won't open", came the reply. "Why on earth not?" I thought. No logic whatsoever — merely a ploy to put the player in a position where he has to try every possible trick to escape a trap which he had no way of anticipating.

So to while away the time, I ate the



fish I found on the table and got fish-bones. I tried picking the lock with them and eventually found I could cut the door using the bones — despite the fact that I had a perfectly good sword with me which helped not one bit!

As I said — illogical — so I make no apologies for telling you how!

On I plodded, coming to the conclusion that here was one of those games that could be described as "competent", its saving grace being the spectacular speed of its graphics.

Odyssey of Hope is from Martech for 48k Spectrum.

Keith Campbell

DEVIL'S ISLAND

Devil's Island is one of the new breed of Spectrum Adventures written with the aid of *The Quill*. It comes from Gilsoft and was designed by Colin Smith.

Using *The Quill*, an Adventure is not written directly as program code, so the author needs no knowledge of programming. In theory this means that anyone with imagination should be able to design a challenging Adventure, without the need to learn programming skills.

In practice, things don't seem to be working out this way — perhaps because imagination is, in any case, a prerequisite for a programmer.

To start with, I found it an Adventure in itself just to load the game — it took me seven attempts to get the volume set correctly. Once the program starts to load, a picture is drawn of a skull hanging over the prison on *Devil's Island*, setting an ominous tone.

The main aim is for the player to escape from the infamous prison complex alive. Not an easy task. The game's instructions do not help either as, when the game has loaded, it refers to the cassette inlay for extra information. This could have been useful had it been there!

So with the barest knowledge of my mission, I set off to escape from where so many had died. I was in a little cell, with few things of interest to be seen — just a washbasin, bed and door. The washbasin seemed to be there only to enhance the realism of the game — but I could be wrong!

Once out of the cell, problems really start to mount up. There are two guards to the north and one to the south, in the cookhouse. The latter must be disposed of, but I'll leave you to find how!

Opposite your cell, a fellow prisoner stares through a peephole at you from his cell. It is my guess that I will need to enlist the help of other prisoners in making my escape. At present, I have reached the courtyard and am trying to avoid being shot every time I attempt to return.

My one major gripe is that the HELP command is no help at all. "Try drawing a map and using different words," it says!

Apart from this little annoying feature, *Devil's Island* has turned out to be the best game I have seen written with *The Quill*. This, though, does not make it a great game. I rate it as just a little better than average amongst the dross that is available for the Spectrum.

Devil's Island is one of the Gilsoft Golden Collection for 48k Spectrum, priced £5.95.

Simon Marsh

DANGERMOUSE

Hot on the heels of *Dangermouse* — the arcade game — comes Dangermouse — the Adventure game! Everyone's favourite super-rodent is off on his first computer Adventure in *Dangermouse in Black Forest Chateau.*

This is an Adventure for the younger gamester with a witty line in captions and some terrific graphics. Instead of the usual "what shall I do" demand each time you reach a new location or problem, this game gives you a list of options to choose from. It makes problem-solving a matter of trial and error — but the game is none the worse for this, especially if you've never played an Adventure before.

The scenario is this. Dangermouse and his sidekick Penfold are on a mission to destroy a mysterious Pi-beam — no connection with the PiMan, I can assure you!

This Pi-beam is upsetting world leaders everywhere and Colonel K has sent the dynamic duo off to the Black Forest to discover the beam and put it out of action. Simple eh?

The game comes in two parts — you have to solve the first in order to start the second part.

Dangermouse in Black Forest Chateau may not appeal to the hardened Adventurer — but if you are looking for some light relief and wnat to introduce your friends to this form of computer gaming, of if you've never played an Adventure before, then pick up this game. It's simply great fun to play.

Dangermouse in Black Forest Chateau comes from Creative Sparks and is available now.

Tim Metcalfe

WASTER

What a title. Pity about the game! *The Waster* is a new Adventure from Harddata who package it with a poor quality inlay. I hope this will be reflected in the price.

The game puts you in the role of a CIA agent, code-named *Waster*. You are the CIA's top assassin and, because of this dubious honour, you are about to be sent on a mission to Africa to kill a right-wing dictator. The night before setting out on this mission, you dream about your wife, the Vietnam war and many other things that CIA agents supposedly dream about!

In fact, the first part of the Adventure is to escape from your nightmares so that you can get to Africa to kill Pasoa, the dictator. The second part takes place in his palace where you must kill him.

The game is very slow to respond and even more annoying is the fact that it has a minute vocabulary and that the locations are random.

The vocabulary consists of ten single-letter commands which is an indication that the game lacks depth and imagination. After all, how can you try different ways to kill a guard, for example, if the only killing commands is A for Attack?

The game loads in two parts — first the nightmare scene and then the assassination scene, giving the buyer over 80k of Adventure. But with an Adventure as poor as this, it hardly



matters how much memory it takes up. As the saying goes, quality not quantity is what counts. Sorry to say it, but this is the worst so-called Adventure I have ever seen!

The Waster is from Harddata for the 48k Spectrum.

Simon Marsh

THE CODE

The Code is an Adventure game offering a prize of £2,500 for the first player to decode the secret messages found during play. Thus the codes are like treasures which must then be worked on to enable the player to claim the prize. There are a number of consolation prizes worth £25 as compensation for those not first to the post.

The setting is a secret military establishment and so I, as a secret agent, set about gathering the coded clues. The game is text only, and a lot of it there is too. The location descriptions read almost like a book but, in trying to use any of the information displayed, I discovered that, from the Adventure point of view, they were empty.

A caretaker's office is described as being more like a lost property office, housing shelves of umbrellas, gloves, boots etc. Taking one of these objects is not possible. The description goes on . . . there are a number of ways out. Are they lost passages collected here with everything else?" Unless I am completely missing the point, much of the text is banal.

Another room is lined with matching shelves containing boxes "meticulously labelled". READ LABEL I typed. THERE'S NO WRITING ON IT came the reply. Well, I ask you!

On visiting the washroom, well fitted with baths, showers and cubicles, the game dared me to waste my precious time in answering the calls of nature. So I tried. I BEG YOUR PARDON? came the indignant response. Why bother with a washroom? There was a row of cubicles on the south wall and, after failing to either have a bath or a shower or anything else and being unable to ENTER CUBICLE, I tried moving south, only to be told I hadn't the key for level 2. Wow!

For some reason, the lights kept going off and on and a message told me how useful a torch would be. But there didn't seem to be one around. So I just waited through the blackouts until power was magically restored.

Accepting the fact that there was little around that could be manipulated or examined to any effect, I proceeded to explore. I was attacked by an enemy agent — obviously a ripe candidate for early retirement, judging by his markmanship.

On one of these occasions, I got a bit fumble-fisted with the Spectrum keyboard (who doesn't?) and accidentally typed Y to restore a saved game. As I didn't have one, to avoid reloading the whole program to restore the prompt (not that there is one — another case of "hunt the missing cursor"), I started playing the main program tape in, hoping it might give me a BAD SAVE message and return the prompt.

How wrong I was! It put me back to the start of the game but this time, lying in the security room instead of the usual gun, was — a torch! And it happened every time.

I asked Kevin Plunkett, the author, if I was missing some vital command in trying to do something with the various features described in the rooms — in particular, the shelves and boxes. "Oh no!" he exclaimed. "the instructions tell you that nothing is what it seems. We watched adventurers play this at the computer fair, and they all did the same as you — tried to examine everything everywhere! We had a good laugh. There's nothing there!" Ha! Ha! How very droll. Many of those people, no doubt, had played Adventures with some depth and expected more.

Although the game has a number of good features, such as a quick response, and well written text that is grammatically correct, it just lacks imaginative flair. What with the shooting bouts, bombs going off and lights up and down all the time, this could claim the prize for being the first text-only arcade game.

The Code is for 48k Spectrum from Soft Concern Ltd.

Keith Campbell

ESCAPE FROM TRAAM

For one reason or another, *Escape From Traam* has been well-represented in the Helpline mailbag. In some ways this came as no great surprise to me, for it is one of those Adventures that drove me to the edge of despair — but for the wrong reasons.

Traam is not full of mind-blowing problems with agonising decisions to make. You know — the problems that torment you for days, until you wake up one morning and say to yourself: "Of course!" No, *Traam* does not have that magic formula.

Still, what's one man's meat is another man's poison. *Traam* is not my meat, but let's take a closer look at the game.

After your small spacecraft crash lands on a planet called Traam, you must find another means of leaving the planet before the locals, or Traamions (I suppose that's what they're called), prevent you. They happen to be really unpleasant people who, instead of holding out the hand of friendship, do completely the reverse. They only know of two ways to treat an intruder (you!) and that is either to kill him, or lock him up and throw the key away!

I may have simplified the plot a little, but nevertheless I thought it was good and inventive. So what went wrong with this game for me?

I think it can be summed up in one word — METHOD. The first item that struck me as a little odd was the information displayed on the screen. Following the description of the player's location is a list of his inventory. Personally, I would much rather call this information up when I find it necessary and in its place I would sooner have a list of some of the possible exits. For in Traam, you have to guess in which direction to move next!

While playing the game I found it difficult to understand the strange way in which the verbs are used. For example, I found myself in a totally dark place and expected I would need a light to be able to use the verb LOOK. Not so!

Escape From Traam is one of the Other Venture series from Adventure International, written by Jyym Pearson. I played the Atari version but versions also exist for TRS-80 models 1 and 3 and Apple.

Paul Coppins

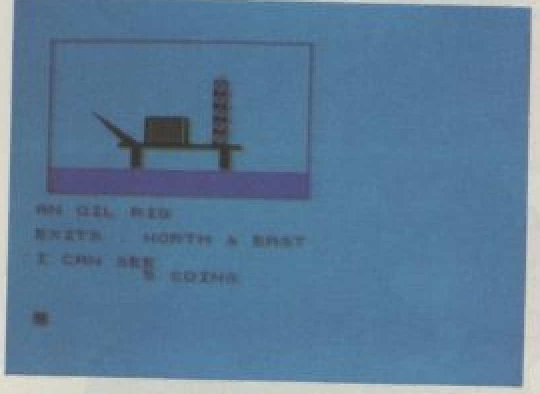
RUBY RUNABOUT

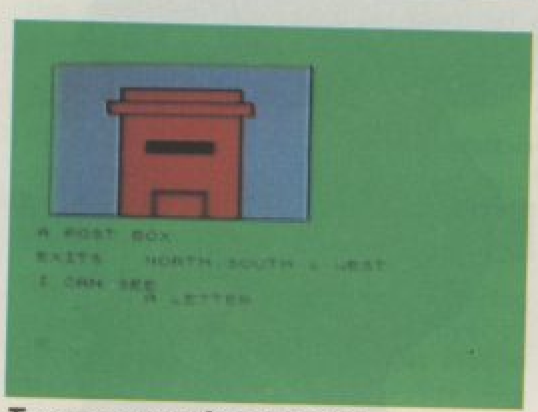
"A crazy fun-packed graphic adventure" is how *Ruby Runabout* is described on the inlay. Well, it wasn't enough to drive me crazy, for the problems aren't difficult. Come to think of it — what problems? And it is packed with about as much fun as a cemetery on a wet Sunday afternoon.

The author of *Ruby Runabout* has difficulty in expressing himself. "You are the Adventurer . ." start the instructions. Well I never! They continue

•REVIEWS•







Two scenes from Ruby Runabout

". . you play the part of Reggie the Ruby Thief and hope that you get to find the ruby first or you might find it has gone." Mindblowing, isn't it?

There are said to be 40 locations, of which 20 have a graphics illustration. Perhaps there is no room for further pics, though I doubt it. If so, then it is hardly surprising for a program that uses lashings of space on such variable names as REMOVECOVER and SLIPPERWEAR.

The locations seem linked only in the sense that one leads to another — from a petrol station to an arcade, a gym and an oil-rig? Objects are found in all sorts of unlikely places — any location convenient for them to be left lying around. And, of course, it is a sudden death game. "You have the lit blowtorch here. This house is made of ice. The roof falls on your heads . . ." What, all four of them? "You pick up the letter and it blows up in your hand. It was a letter bomb!'

I suspect that the author had a traumatic experience at the hands of authority in his youth, for he has a policeman battering the poor Adventurer to death with his truncheon for dropping an object (litter lout!) and a park-keeper turning vicious and calling his killer guard-dog.

Still, there's fun to be had reading some of the replies! "You cut the wire and dissemble the alarms," is one of the more classic examples. How it is possible to disguise alarms in this way I'm none too sure — I would have thought that cutting the wires would more likely dismantle them.

Ruby Runabout is typical of poor quality Adventures that, for some reason or other, tend to flock to the Spectrum more frequently than other computers. I suppose that if you do buy this inconsequential software yourself, you can re-use the tape and you won't be too much out of pocket.

Ruby Runabout, priced £1.99, is for 48k Spectrum from Scorpio Software.

Keith Campbell

QUEST FOR THE HOLY GRAIL

Meeting Terry Jones recently reminded me of a game I had played briefly some time ago but never got around to reviewing. *Quest for the Holy Grail* is a game based on the Monty Python film, so I dug the tape out and started playing it again.

I found it a very difficult game to play. It has graphics and a split-screen presentation. The picture displays fairly slowly and under it, but above the split, follows a text description of what can be seen. Unfortunately, there is insufficient room for all of this text, so it is necessary to press a key to scroll the picture up and bring the rest of the text into view.

This wouldn't be so bad if only the pictures were worth viewing, but many locations are motorways and verges and one particularly fatuous picture was of a slowly-filling strip of grass with a strip of blue sky above!

However, much of the Python humour is there. ". . . the French guard unclogs his nose in your direction. You die a horrible green death . . .", is one such example (although I didn't think it was his nose he unclogged — but never mind!)

Reader Paul Stollard found the game hilarious, although "somewhat unforgiving of stupid mistakes", he said. So unforgiving, in fact, that his Spectrum blew up before he could complete the game! No doubt it will get a decent burial in a quiet shrubbery!

I would agree with Paul's assessment

YOU MARVELLED AT BEACH-HEAD...

NOW ACCESS PRESENT THEIR LATEST MASTERPIECE:

RAID OVER MOSCOW



commodore 64

The most breathtaking 3-D graphics yet seen on the Commodore 64!

Gripping arcade action

Multiple scrolling screens





The Soviets launch a nuclear strike against major cities in the United States and Canada. With our own nuclear arsenal dismantled, in accordance with the Salt IV Arms Agreement, the Soviets believe their treachery will lead to total world domination. Our only hope is our space station equipped with stealth bombers, which can fly undetected in Soviet airspace.

As squadron leader, you must lead your commandos on a virtual suicide mission, knock out the Soviet launch sites, and then proceed into the city of Moscow. Armed with only the weapons you can carry, you must seek and destroy the Soviet defence centre to stop the attack! Top multi-screen action!

Available on CASSETTE £9·95 DISK £12·95



THE FIRST 64 GAME TO REACH No.1 IN THE CHARTS

Available on CASSETTE £9·95 DISK £12·95

U.S. GOLD All American Software

U.S. Gold is stocked by all leading computer stores including:
BOOTS WH SMITH JOHN MENZIES
WILDINGS WOOLWORTH

Dealers! For information on how to become a U.S. Gold Stockist write to: CentreSoft, Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone: 021-359 3020. Telex: 337268.

and feel the game would have been much better with no graphics and an expanded vocabulary and plot. As it was, the amusing short story introduction provided with the tape was by far the most enjoyable part of the *Holy Grail*.

The Quest for the Holy Grail is for 48k Spectrum, from Dream Software.

Keith Campbell

STRANDED

I sometimes wonder how I manage to keep this job of reviewing Adventures! I don't seem to get very far into a lot of them, and this goes for *Stranded*, a graphical Adventure for the Commodore 64 from English Software.

Perhaps I am asking too much when I expect to find logic, plus all the clues necessary to allow me to apply it. Obviously the player of *Stranded* will need more than that.

Stranded sets you on a strange planet, following a stab in the back aboard your starship *Excalibur* where, as special agent Sid (!) of the S.A.S., you are on course for Earth.

So far, so good, but this is where reading the inlay stops and the Adventure starts. After a couple of hours playing, I was only two objects better off and had visited a mere 11 locations.

The word EXAMine is a recognised prompt to "study an object or area" said the instructions. It did describe the objects I was carrying, but most references to features described in an area were just not understood by the program. HELP did bring some replies — such as "Isn't it tree-mendous here?" in the forest. Since TREE, MEND, REPAIR, FOREST, CLIMB, BRANCH and many other words did not seem to be in the vocabulary of this somewhat inarticulate game, I could only conclude that either (a) I was as dense as the trees, or (b) the HELP reply was a quirky joke to be understood only by someone on the same wavelength as the author.

I later discovered that I could climb a tree in one forest location, but not in an almost identical one. If this is deliberate bafflement, then the author is going the wrong way about it — anyone can devise cheap illogical tricks like that. On the other hand, it could be half-hearted programming.

I got help at a spaceship guarded by a robot — "Be destructive" was the clue. Where have I heard that before? Oh yes — in a logical game! Suspecting I needed a weapon, I tried GET GUN — "Don't know what that is."

Well, in real sci-fi you wouldn't use an ordinary gun, I supposed, so I tried GET LASER. "I can't see that here," — had to be, didn't it?!!

The response time is fast, the graphics rather good and the whole thing speed loads — a bonus for any Commodore tape game — even a disc load on a Commodore takes ages!

A pity that I am so excessively dimwitted as to rival *Lord Flathead* himself. Those similarly cursed might well consider they had wasted their money, had they bought this game.

If you already did, and are stranded on a barren plateau of illogic, try widening your horizons by pressing SHIFT LOCK, then RUN and depress PLAY on your datasette.

The screen will go blank and the tape will roll. Release the SHIFT LOCK, press RETURN and the program will go bananas! It suits it well!

It will start to draw a new location and when finished will think better of it and warp you into a time machine. All this won't do you any good, except to take you where you might have got, had you not been so dim in the first place! At least you'll get a few more pictures for your money!

Stranded, if that's what you wish to be, is from English Software for the Commodore 64.

Keith Campbell



INFIDEL

It must be said that hunting for lost pyramids in the vast deserts of Egypt is not one of the most original ideas to have come from Infocom to date.

But in *Infidel*, that is just where you find yourself — marooned in the desert with only your thoughts to keep you company.

This has come about because the work-force who were supposed to be helping you in the search for a lost pyramid have just made off with your supplies, leaving you well and truly up the Nile, as it were.

Cursing the day you first set eyes on this shower, you decide that past events are not going to deter you in your search for the pyramid, even if it means you have to do all the digging yourself.

I set forth, with the aid of an instruction book and a few other items, thoughtfully provided for you in the package. Among the other items is a map that indicates the best place to start digging.

That may make pyramid-finding sound easy — but once you've seen one sand dune you've seen them all! Keep your fingers crossed that the wonders of modern science come to your rescue!

So I found the pyramid and, once inside, expected the usual treasure hunting and mummy-dodging problems.

Infocom, of course, do things just that little bit differently. There may have been the odd item of treasure lying around, but not so much as one rampaging mummy was to be seen.

It soon became clear that this was an Adventure with one ultimate goal — to find and open the sarcophagus of the Queen for whom the pyramid had been built.

The pyramid was designed to keep its occupant safe for that eternal sleep, and built into it are many traps and devices to foil blundering Adventurers like yourself.

These range from a simple little trick, like the whole floor disappearing — and you with it, into a bottomless pit — to the more discreet flying large lumps of rock. What happens when one hits you doesn't bear thinking about!

Things are not all one-sided, though, for there are some clues to help you on your way, in the form of hieroglyphics. If you can spot the difference or similarity between them, you could just find your way to a new level in the pyramid, or discover the answer to one of its more difficult puzzles.

I found *Infidel* great fun to play, for this adventure into Egypt had a sense of humour that appealed to me. I must point out, however, that if you are an Adventurer who thrives on very difficult puzzles, then this might not be for you, since it seemed to slot into the category of "easy to moderate". It would serve a newcomer to Infocom games very well, perhaps as an introduction to the range.

But what really made me sit up and pay attention whilst playing this Adventure in the sun, didn't come until the very end, when I was deep inside the pyramid. I was at any moment expecting to get a "Congratulations, you've won" message, when what actually appeared was so unexpected that I just had to play *Infidel* all over again to make sure it said what I thought it said. It did. To find out what that was, you'll have to play and finish *Infidel* yourself, because I am not going to tell you!!! But it must surely be one of the most original Adventure endings to date, if not of all time.

Infidel is from Infocom for Atari 400—800 32k, Apple II 32k, IBM PC 48k, Commodore 64, TRS-80 Models I and III 32k, TI Professional and PDP-11. Price varies between the different versions.

Paul Coppins



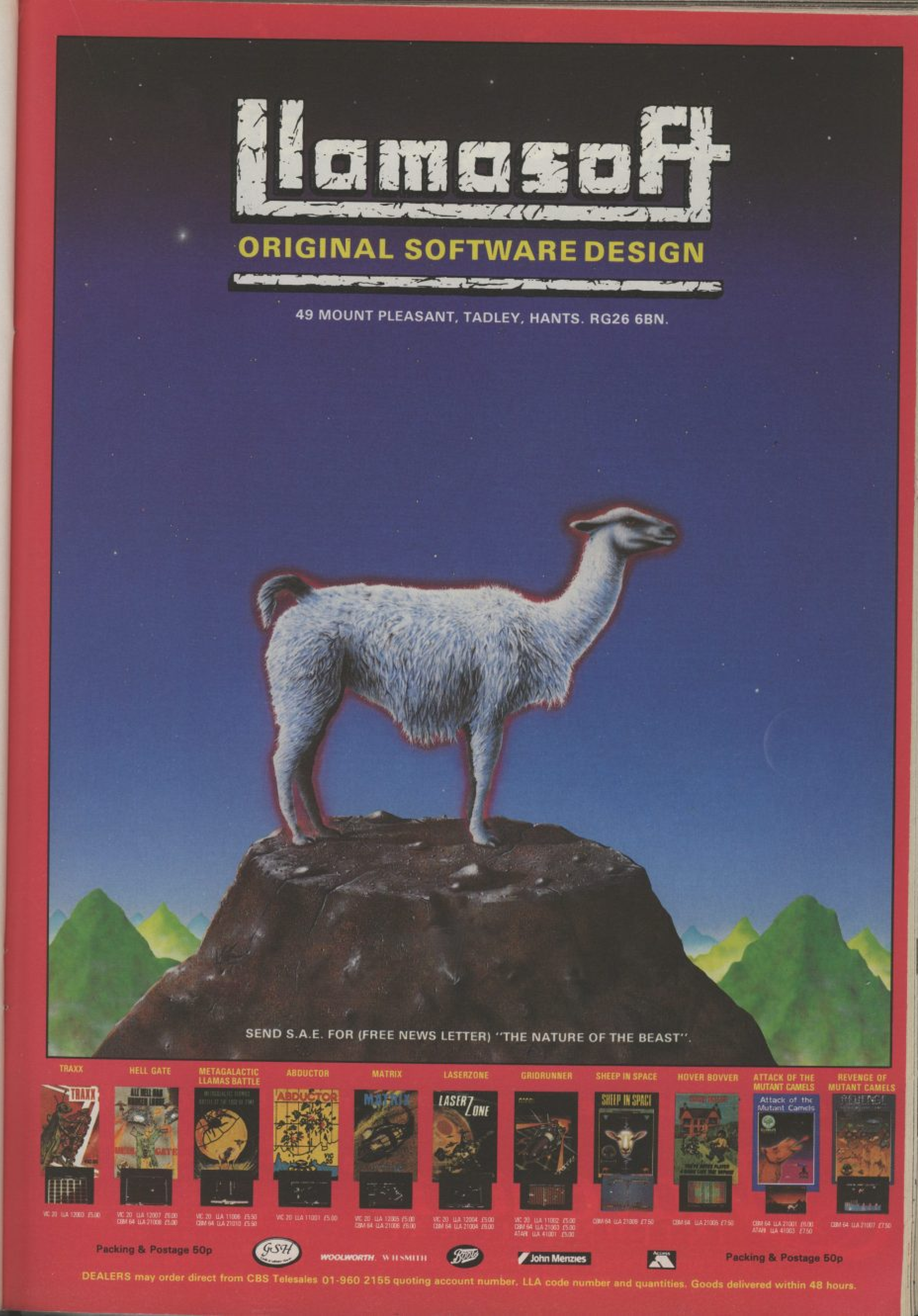
MICROPOWERMICROPOWERM
A FANTASTIC NEW PROGRAM FROM
BRITAIN'S LEADING SOFTWARE HOUSE
SUPER-FAST LOADING TIME
commodore 64
electron
B.B.C. MICRO
STOCK CAR
Skid round hairpin bends, cutting up the competition and rebounding off the barriers. A one or two player racing game featuring 6 different circuits, oil patches, selectable number of laps and variable skid.
COMMODORE 64 VERSION
£6.95 (BBC version £7.95)
BBC and Commodore
Disk price £9.95
WATCH OUT FOR OUR NEW PACKAGING AND CATALOGUE
MICRO POWER
MICRO POWER LTD.,
NORTHWOOD HOUSE, NORTH STREET,
LEEDS LS7 2AA TEL: (0532) 458800
SELECTIVE BRANCHES OF BOOTS, CO-OP,
MENZIES, W. H. SMITH, WOOLWORTHS AND ALL
GOOD DEALERS.
AUTHORS! WE PAY 20% ROYALTIES!

48K SINCLAIR ZX SPECTRUM





BEYOND
CHALLENGING SOFTWARE
FOR ACTION, ANIMATION, ADVENTURE,
ATTEMPT... AZTEC
You'll believe a man can walk, jump, Run, Crawl, Fight and Climb... but only after spending an hour marvelling at the animation of our HERO!
VOTED THE BEST ARCADE ADVENTURE GAME IN THE U.S!
You'll spend the next month marvelling at the animated horrors which await him in a lost temple deep beneath the South American jungle. Eight skill levels and a temple complex with more possible layouts than you can ever exhaust.
Mr. Robot's...
OBSTACLE COURSE CAN NEVER BE DEFEATED! ... because you can build more of it yourself!
This Robot Factory turns out the toughest androids around. It's fiendish 22 screens of challenge feature: escalators, treadmills, energiser tokens, bombs, matter transporters, trampolines, deadly alienfires and much more.
We've designed 22 tough combinations for the robots but you can design your own, through a unique easy-to-use constructor set, building up a screen to play, save and challenge your friends with.
PLEASE SEND ME...
ANKH £8.95 (cassette) £11.95 (Disk) Commodore 64
MY CHESS II £8.95 (cassette) £11.95 (Disk) ..
AZTEC £8.95 (cassette) £11.95 (Disk) ..
Mr. Robot £8.95 (cassette) £11.95 (Disk) ..
QTY
TOTAL
Beyond order line 0858 34567
all prices include P&P
Beyond hotline 01-837 2899
Please rush me details of the "Beyond" club!
I enclose a Postal Order/Cheque to Beyond, or charge my Credit Card
CARD No.
Access/Visa (Delete as necessary)
NAME
ADDRESS
Post Code
Signature
BEYOND, Competition House, Farndon, Market Harborough, Leicestershire LE19 9NR



Llamasoft
ORIGINAL SOFTWARE DESIGN
49 MOUNT PLEASANT, TADLEY, HANTS. RG26 6BN.
SEND S.A.E. FOR (FREE NEWS LETTER) "THE NATURE OF THE BEAST".
TRAXX
VIC 20 LLA 12003 £5.00
HELL GATE
VIC 20 LLA 12007 £6.00
CBM 64 LLA 21008 £5.00
METAGALACTIC LLAMAS BATTLE
VIC 20 LLA 11006 £5.50
CBM 64 LLA 21010 £5.50
ABDUCTOR
VIC 20 LLA 11001 £5.00
MATRIX
VIC 20 LLA 12005 £5.00
CBM 64 LLA 21006 £6.00
LASERZONE
VIC 20 LLA 12004 £5.00
CBM 64 LLA 21004 £6.00
GRIDRUNNER
VIC 20 LLA 11002 £5.00
CBM 64 LLA 21003 £5.00
ATARI LLA 41001 £5.00
SHEEP IN SPACE
CBM 64 LLA 21009 £7.50
HOVER BOVVER
CBM 64 LLA 21005 £7.50
ATTACK OF THE MUTANT CAMELS
Attack of the Mutant Camels
CBM 64 LLA 21001 £6.00
ATARI LLA 41003 £7.50
REVENGE OF MUTANT CAMELS
CBM 64 LLA 21007 £7.50
Packing & Postage 50p
GSH
WOOLWORTH
W H SMITH
Boots
John Menzies
Access
Packing & Postage 50p
DEALERS may order direct from CBS Telesales 01-960 2155 quoting account number, LLA code number and quantities. Goods delivered within 48 hours.


The Sorcerer of Claymorgue Castle
Long ago, in times passed beyond remembrance, Solon the Master Wizard and wearer of the Secret Cloak lost the 13 Stars of Power. The grasping Vileroth believed the Stars to be the only source of Solon's expert wizardry. But, unbeknownst to Vileroth, it was the Secret Cloak that controlled the Stars and protected the wearer from their awesome power. Unable to master the Stars, Vileroth was undone.
In his final days, as Vileroth's strength slipped from him, he concealed the 13 Stars of Power within the Castle of Claymorgue, determined that no one save he should possess them. Solon, learning of Vileroth's destruction, dispatched his faithful young apprentice Beanwick to retrieve the Stars.
"Tread carefully, O Beanwick! Would that I could assume this quest myself, but alas, I can only send with you these few spells. Claymorgue Castle harbours further spells, but beware – one unskilled in the magical arts cannot predict their outcome."
The long awaited new Graphic Adventure by Scott Adams
Adventure INTERNATIONAL™
119, JOHN BRIGHT STREET, BIRMINGHAM B1 1BE
Telephone: 021-643 5102
The Sorcerer of Claymorgue Castle
is available now on cassette for:
*SPECTRUM 48K £9.95
*COMMODORE 64 £9.95
BBC MODEL B £7.95
ELECTRON £7.95
DRAGON 32 £7.95
TANDY COLOUR £7.95
ATARI 32K £9.95
TRS 80 £9.95
and on disc for:
*COMMODORE 64 £13.95
*ATARI 48K £17.95
*APPLE 48K £17.95
TRS 80 £13.95
*with graphics
Dealer and Distributor Enquiries Welcome.



I often wonder if any readers who have never played an Adventure read this part of the magazine? If so, reading through some of the problems and tips below, they might well come to the conclusion that we Adventurers are a bunch of maniacs. They might not be far wrong!

Who, for example, but a loony, would write to a British magazine all the way from Sweden, desperately trying to find out how to get a crab to eat some salted slugs? Well, Lars Broberg did just that — and he's not alone! Many a player of *Golden Baton* writes in with the same problem! So turn the page round Lars — and you will soon be an expert on the eating habits of crabs!

Does this confirm the worst suspicions of you non-Adventurers? Are we loony, or have we whetted your appetite for Adventure?!

The Dragon can be killed! I'm getting tips from all over, from *TKV* players! All is revealed this month — read on! And thanks, everyone, for writing in such detail — I'm sorry you are too numerous to mention individually!

Perhaps you have not written requesting help, but may find help is there for you in this month's tips. If not, send your problems to the address below, and we will try our best to help you out!

THE PIT OF DESPAIR

Among those stuck this month are Paul West, of Spalding, whose brain is being distorted by *Mindbender*. He can't find a way to scare rats, or to pull the lever which is out of reach.

Eye of Zolton, player, Janice Sorrell of Greenock, has collected three of the five magic objects, but is clueless as to where the others could be. Who can help a lady in distress?

Please help Christopher Webb, if you can, by telling him the magic items needed to gain entrance to the inner chamber at the end of *Knight's Quest*. Do the symbols on the floor mean anything?

In *Gateway to Karos*, Hideya Sugiura of Dulwich has lowered the water level and got the treasure. With a score of 911, "Is that it?" he asks. He adds that apart from *Karos*, which apparently has a fast response (I wouldn't know — not having had a copy — moan, moan!), Acornsoft Adventures aren't really worth playing, as they're so slow!

How can James Douglas of Twickenham get out of the *Maze of Hamil?* How should I know — it's an Acornsoft game!

Fantasy Diamond is beginning to get mentions and, after many desperate hours playing, Martin Schultz of Erkath in West Germany just cannot find a way to cross the river north of the garden. Ali Richardson, of Tyne and Wear, has the same problem, nor can he clean, open or break the small black window. Sounds like two jobs for a ladder! Unless you know better?

Same problem, different river, for Thomas Carstens of Mullaloo in Western Australia. His is a plea for help with *Aztec Tomb*. What is the red cloak for and where can he get the key for the old chest?

After days of playing *Mystery of Munroe Manor,* Gary Kitchin of Tadcaster can only find five locations. So did I, Gary, — and I've heard others tell the same story. Makes you wonder if the author is on a completely different wavelength, doesn't it? Is there by any chance a reader who is tuned in?

M. Bannard of Olney is playing the little-heard-of *Dragonsbane.* How do you get rid of the dragonlords to get the keys?

In *Quest for the Holy Grail,* Neville Blenkinsop can't get past the Knight who says "Nic". Perhaps you need a two-tier shrubbery, Neville! And don't forget to chop the forest down with a herring!

Finally, how do you get out of the room after rescuing the princess in *The Knight's Quest?* Graham Hill of Weston-Super-Mare would like to know that, whilst Christopher Webb is after the magic items needed to gain entrance to the inner chamber at the end of the game. Do the symbols on the floor mean anything, he asks?

HEAVY HINTS

If you are stuck in an Adventure, then turn the page upside down — the very clue you need may be listed!

Thanks this month go to Simon Haynes, Lindsey De Le Paton, James Bibby, James Goddard-Jones, Ian Loftus, Andrew Bethell, Geoffrey Davis, Robert Notman and Hywel Roberts.

CASTLE OF RIDDLES:
When in the maze, you might just as well be in the dark!

FEASIBILITY EXPERIMENT:
If your troubles are light ones, melt them away with gloved hands and then do a repair job.

ARROW OF DEATH 1:
The coat of arms isn't for decoration, though it may turn you on. There's magic in them mushrooms!

SNOWBALL:
V(space)X is a magic word!

HULK:
Feeling fuzzy? Examine, move, examine, move, examine . . .

KNIGHT'S QUEST:
To escape:—
Deserted wastelands — ride horse NEESS with a direction finder.
Dense Forest — SNSEE and climb tree.
Brick tunnel — WWEW.

CIRCUS:
Want to cross the tightrope safely? For those with a keen sense of balance, a kick in the chest works wonders!

PULSAR 7:
To mend the lathe find the cable, which is above the bunk.

GOLDEN BATON:
Feed the crabs to get them to eat the slugs!

HEROES OF KARN:
Trouble with a swamp lizard? The solution is explosive — read the instructions carefully. Can't draw the sword from the stone? Think which hero would be most likely to wield it!

PHILOSOPHER'S QUEST:
To avoid being crushed by the walls, jam them by throwing the metal bar from the south end of the corridor.

TWIN KINGDOM VALLEY:
If it's a dragon you are having trouble killing, then you may be short-staffed. You may also need help from an invalid. Take him for a cure in the waters.

KEITH CAMPBELL COMPUTER & VIDEO GAMES PRIORY CT. 30-32 FARRINGDON LANE LONDON EC1R 3AU



NOT SO ELEMENTARY!

My copy of *Sherlock* arrived before the instruction booklet was ready and I found it frustratingly difficult to do anything worthwhile. After spending more than two hours before I succeeded in leaving the first room, I found I could not progress much further without consulting Melbourne House. The problem was not what to do, but how to phrase it.

Sherlock, like its predecessor *The Hobbit*, features Inglish — MH's name for its multi-word input implementation. Unfortunately, Inglish is not like what English is spoke! When the instruction booklet finally arrived, it was very clear about the language required, and anyone about to embark upon *Sherlock* should read the booklet very carefully before commencing the game.

Even then, they will not discover how to exit the first room — OPEN MY DOOR or OPEN YOUR DOOR will do the trick, but not OPEN DOOR, OPEN THE DOOR, or OPEN SITTING ROOM DOOR. There are other glaring inadequacies in Inglish. For example, in a room with two armchairs, SIT DOWN gives "I do not know the verb DOWN SIT", and GET UP is similarly converted to UP GET.

OK — that's the tortuous input covered, what about the output? There's little doubt in my mind that the dreaded *Hobbit*-bug will soon be a thing of the past! The trend will be towards the more advanced, state-of-the-art *Sherlock*-bugs!

There is a phrase or two that will set the cabbie off in a complete circle around London for a couple of hours, constantly repeating the phrase "Well, are we goin' anywhere guv'nor?" There are also some blindness bugs, as in the kitchen which, if you try to examine, elicits the response "I see no kitchen". *Sherlock* even has a half-letter-delete bug. When this appears, you should abandon the command and enter it again in full.

These frustrating features spoil an otherwise excellent mystery Adventure. Although its opening sequences strongly remind me of *The Curse of Crowley Manor*, what follows is quite different. If you do the right things, you will learn that a double murder has been committed and you, as Sherlock, must solve it.

The murder hunt takes you out of town into the sticks and this is where, by taking action appropriate to a super-sleuth, you can come by much useful information. Lestrade will allow you to witness his scene-of-the-crime activities and you can listen in on his cross-examination of the suspects. But of course, being Holmes, you will no doubt decide to wander off the straight and narrow and carry out a more detailed investigation of your own!

On screen, the game performs well when it fails to crash or be obtuse. A split screen is arranged so that conversation scrolls below a band displaying the time. The narrative is to the left of the graphics (if any, for not all locations have a picture) and these scroll above the band. The graphics are speedy, but nondesript to the point of being superfluous. Far better to have dispensed with them altogether and made the program more intelligent.

The interesting thing is the display of the time in the separating band and this puts the game almost in a class of its own (not quite, though, for it has been done before — notably in *Pettigrew's Diary*.)

The game commences at 08.00 am and, should you decide you have a train to catch, you'll need to make sure you're at the station before it leaves! If you fail to move fast enough, then time will tick away and Lestrade will catch it without you, leaving you high and dry!

I get the feeling that Melbourne House, with *Sherlock*, is trying to do an Infocom without requiring the use of a disc system. Infocom games have full sentence input, using a system called Interlogic and it works well. Inglish doesn't quite make it.

My overall impression of *Sherlock* is of an intriguing and absorbing game written for the wrong machine by someone who doesn't speak the vernacular. A game featuring Sherlock Holmes and Dr Watson should at least recognise and preferably understand the word ELEMENTARY. Otherwise, there is just no answer to Watson's occasional admiring words: "That is brilliant, Holmes!"

Sherlock Holmes is for 48k Spectrum from Melbourne House, priced £14.95.

ADVENTURE CHAT

Who's going round and round in circles, from field to fuzzy area and back, getting nowhere, then? Hundreds of you, if the latest batch of mail is anything to go by! Great Hulks of letters have been arriving on the subject.

Fields, and a certain underground room, seem to be bothering most people — and ANTS, of course! Now why don't they ALWAYS come after me . .?

Hulk is certainly the game of the moment and all sorts of people are getting stuck! Wax, ants and astral projections are baffling many a player — not to mention scratch marks! Quite a Nightmare! Now there's a thought . . !

"We dun it!" writes Mrs. Gabby Smith from her holiday in Wales, singing the praises of *Heroes of Karn*. "We made all the mistakes possible, but it's a great game and worth soldiering on at!" Take heart, all those hacking away at *Heroes!*

Nick Tuckett from Bristol seems to be in problems finding the Rusty Axe in his BBC version of *Adventureland*. Don't say they forgot to put it in, Nick? Has he a duff copy, are they all like that, or could he be like me — too blind to see something when it's staring him in the face?

Steven Dix writes to warn people of Microdeal's *Mansion House* which, he says, is awful and not worth the trouble playing. You can open a safe twice, says Steven, and have the same objects fall out onto the floor twice — even though you have picked them up! He refuses to look at the listing in case it damages his programming style!

James Bibby, who writes once again, as he puts it, to our "illustrious organ" — is our August issue turning into an oversized piano? — reckons his correspondence is becoming so regular that his pet dog is becoming jealous!

However, James has at last found two adventures to keep him happy — *Castle of Piddles* and *The Pen and The Bark*. You're not taking the castle out of my game, James, I hope?!

James signs off with this thought: if you came across a very small German guard whilst playing *Colditz*, would he be described as a Stalagmite?



SPOOF — THE MAGIC DRAGON!

Spoof by name, and spoof by nature, this refreshing Spectrum game pokes fun at all those cliches so often met by avid Adventurers.

The game starts with the title "The Chronicles of Yaw, Part 5387". Yaw, so the inlay tells, is the husband of Dro who, together with their children Mo and Complay, form the Ning family. In fact, the inlay makes good reading — it had me in stitches!

Yaw is fed up with his mundane existence and goes off to his local, The Dragon Inn, to find himself an Adventure. "Well don't come back drunk!" shouts Dro and slams the door behind him.

Down at the Inn, the Innkeeper has a laugh at Yaw's expense. "Haven't you heard of *Spoof?*" he asks, winking at the other customers, "Legend says that when King Froggo returns, so will the Magic Dragon to avenge old wrongs."

"What we need is an adventurer, to kill him!" shouts a drunk. "I'm here, I'll kill him!" shouts Yaw who sets off and soon finds himself in Necessary Forest.

This game, as well as providing a lot of laughs, is also crammed full of challenges — in fact, you can hardly make a move without being interrupted in one quest and given another one.

At one point, you find yourself near a phone box and the phone starts ringing. Like a mug, you answer it. "Hello, is Dave there?" asks a voice at the other end. "No," you answer. "Call him, will you, he's probably just down on the beach."

So you do and, sure enough, Dave waves and makes his way up to you through a secret tunnel in the cliffs.

Dave is sent on a mysterious mission and he invites you to follow. You get in his boat and, as he rows you across the Essential Ocean to the lighthouse, he sings songs about fish fingers — you're sure you've heard them before. You notice his black beard glistening, either with spray or spit, as he sings.

Spoof is a text-only Adventure with instant response and constant wit. My only complaint could possibly be that every now and again a command is difficult to phrase — but that is not to say the vocabulary isn't adequate. If you enjoy a good laugh, then try *Spoof*, you'll love it! Meanwhile, I'm going back in to see if there's a Mandatory Maze!

Spoof is for 48k Spectrum from Runesoft, priced £7.50.

I STARRED IN A DREAM

I was in a corridor lined with doors. Each bore an inscription hinting at what might lie on the other side. 'All the fun of . . .' read the first, so I went through and found myself in a fairground with the sound of calliope music. I tried my hand in the shooting gallery, won an unexpected prize, then took a ride on a very realistic ghost train.

Back up the corridor I tried a few more doors — there was no shortage — and variously found myself lying on a pin table with a steel ball hurtling towards me, trying to play croquet and fighting an army of toy soldiers. Other doors led to . . . but that would be telling!

I was playing *The Sandman Cometh*, the first major Adventure from Star Dreams who, until recently, were known only for their successful Spectrum Toolkit. Since then, Mike Turner, their games designer, has become known for his Quilled Adventure *Aural Quest* which has been released on the cassette version of the Stranglers' new album, *Aural Sculpture*.

Sandman starts with a fairly unoriginal puzzle but develops into an Adventure full of variety and not a little humour. Knowing that you are likely to have visited a sundial and been through a door marked "Ah! Diddums", this game then pitches you into the Star Dreams offices, where the floor is covered with lawsuit papers!

Sandman has graphics at every location and the picture occupies the top left-hand corner of the screen, with its description written to the right of it. The graphics display very quickly and are therefore no nuisance to the text adventurer. What is more, the pictures are original in design and attractive, sometimes even striking.

Sandman comes packaged in a video style case, and the whole presentation, including the on-screen titles, is designed to masquerade as a movie. The game really requires a 96k Spectrum but, since there is no such beast, it is split into two 48k parts. The successful completion of Part 1 means that during the intermission you get your ticket for Part 2 and you will certainly need some clues from Part 1 to be successful.

It is not an over-difficult game (so far!) but is highly entertaining. In exploring the corridor, it is tempting to enter each new door as you come to it — after all, why not? That doesn't mean this sequence is the correct one, if indeed there is a correct one.

The trouble is, there is such a wealth of objects, that the inventory limit is hit all too soon. As a result, I left the countryside littered with my old rubbish as I found each new toy and wanted to carry it!

The Sandman Cometh is from Star Dreams for 48k Spectrum, priced £10.95.

ADVENTURERS WRITE . . .

The trouble some people take over a letter to me makes writing the Adventure pages truly rewarding. Despite an ever-growing mailbag, I manage to read every letter personally and enjoy doing so! Answering them all is a different matter but, in this respect, I am lucky in having Paul Coppins and Simon Marsh to help share the workload.

We receive many detailed tips and sometimes a superb map — like one of *The Land of Midnight*, recently received from Graham Salloway.

Lindsey De Le Paton is one who went to great lengths to write to us — and had quite an Adventure in just doing so. It couldn't have been easy writing with a Spectrum balanced on the TV, her map on her lap, *C&VG* on top of her Atari drive to her left and in front — a typewriter! She plays Adventure games almost exclusively, as she finds they are the only games that hold her interest.

Seriously, though, thank you all for writing — and keep at it! Shortly I will be bringing you the lowdown on what your fellow *C&VG* adventurers consider makes a good Adventure game, culled from the many letters I've had in response to my request.

THE FLYING VIKING

The Saga of Erik the Viking is the title of a book by former Monty Python Flying Circus star, Terry Jones. The tales, written for his young son, tell of the brave deeds of Erik, a Viking warrior who sets sail on a quest for adventure. He and his crew find plenty of that! They meet the Enchantress of the Fjord, discover a talking valley and have many other exciting experiences. Erik is now the star of his own computer adventure. Keith Campbell, *C&VG's* very own Adventurer, went to meet Terry Jones as the ex-Pythoneer saw the computerised version of his hero for the first time.



Terry Jones, right, with Michael Foreman, the artist who illustrated the Erik book.

Pete Austin, from Level 9 Computing, is the man who turned *Erik the Viking* into a computer adventure. In order to design and write *Erik the Viking*, Pete Austin spent a considerable time in York, carrying out research in that city.

"We have been pretty thorough," he said, "and you may not realise it, but all the pictures and text references in the game are really quite authentic."

Knowing that, it's the sort of game that awakens an interest that demands further reading on the subject. This Adventure game will not only entertain, and bring to life Erik and his band, but educate as well.

However, had it not been for a certain Bill Jones, aged six, it is likely that neither book nor game would have come into being.

Bill has an older sister called Sally, whose father wrote her a fairy story. Feeling a bit left out, Bill decided it was high time Dad wrote one for him. So Dad dreamed up Erik, and wrote a series of stories that turned into a saga.

It may come as a surprise to you, as it did to me, that Bill's dad Terry is *the* Terry Jones better known as a cook with a tasty line in rat dishes, a housewife and mother hit by a plague of dead bishops and a certain pin-striped gent with a wife from Purley. Say no more!

In case that's all a mystery to you, Terry Jones was one of the team who created *Monty Python's Flying Circus,* the most original comedy show of all time which has since spawned thousands of imitators.

I wondered what Terry Jones would think of Erik in his computerised form? I found out when Terry was introduced to micro-Erik for the first time by programmer Pete Austin, at an exclusive meeting in London with *C&VG.*

Erik was ready and waiting for Terry on a Spectrum when he arrived and, introductions over, I asked him if he had a computer.

"Yes, we have a Spectrum at home," replied Terry and added: "But I must confess to being an absolute computer illiterate!

"Sally and Bill make the most use of our micro. So you'll have to tell me what to do!" he said, looking round at the gathering a little apprehensively.

Pete and Terry sat down facing the Spectrum and, after a few moments explaining how an Adventure game works, Pete started it off.

Terry was absolutely intrigued by the graphics and suddenly full of questions. "So many pictures — I've never seen anything with pictures like that before on a micro. Is there one for every place you can go to? How is it done?"

Level 9 are renowned for their extensive text games and so Erik marks a departure for them, being their first venture into graphics Adventures.

Erik's graphics are the finest I have seen accompanying an Adventure on tape.

The game was developed on a BBC micro and Level 9 have acquired a special emulator to assist in converting the pictures from BBC to Spectrum and Commodore. Hitherto, the conversion process for their text Adventures has used hardware, but not been quite so easy.

"Can you turn the graphics off?" I asked. A laugh went up, as Pete replied "Yes!" and fed in the appropriate command. Play carried on in plain text, but Terry was indignant. "Why on earth should anyone want to do that?" he protested. "Turn them back on, I want to see where we're going — I want to see what the giant looks like!"

Here, Pete hit a snag. He turned on the graphics but realised that, because of the way he had played the game through to that point, the life of the game might be too limited to reach the giant without restarting!

So out came his master plan and he carefully managed to pull Erik through, by consulting his map of the seas.

Eventually Erik came upon the giant — and Terry loved the picture! "Worth all the trouble getting there just to see him," he smiled.

Meanwhile, I asked Terry why had he chosen the name Erik for his hero — could it have been anything to do with a pet fish? One featured in a famous Python sketch. "Never even crossed my mind!" Terry admitted — "Mmm, yes, Erik the half-Viking . . ."

At this point Terry said he had to leave. After all, his car had been standing on a yellow line for some time now! He took a copy of the game with him. "That will give Sally and Bill something to do for the rest of their school holidays!" he grinned.



The Red Kipper Flies at Midnight

YOU GET HOME ONE EVENING to discover a message on your answering machine. Something you'd thought hidden for good has reared its ugly head once again. Valkyrie 17 is active.

Over the next five nights a series of frantic phone calls convince you that the matter deserves further investigation. You receive a dossier on the activities of Valkyrie 17. Pieced together from fragmentary reports culled from the last forty years you slowly begin to put the whole thing together. Drakenfeur, Heinrich and Reichsmuller. The badge pressed into your hand on the station at_____________. And that last desperate call for help from the Glitz Hotel overlooking Lake Bruntz.

Your cover is good. Very good in fact. You spend a few days sniffing around and then head up towards Lake Bruntz. You check in to the Glitz Hotel. It's the last lead you have. You seem to be getting nowhere.

Then on your way to the bar you sense a movement in the shadows. You feel a blow on your temple. And everything goes black...

Valkyrie 17 is an Adventure featuring both graphic and text locations. You will meet several different characters some of whom may help you while others see your demise as their sole purpose in life.

Included in the pack is a comprehensive dossier on Valkyrie 17. On the reverse of the cassette tape are the answerphone messages. And then of course there's the game itself.

LOADING TIME	**5½ minutes.**	**MICRODRIVE**	**X/FER FUNCTION**
LOCATIONS	**100+**	**FUN FACTOR 8**	
LEVEL	**?**		
SOUND	**Beep Beep**		

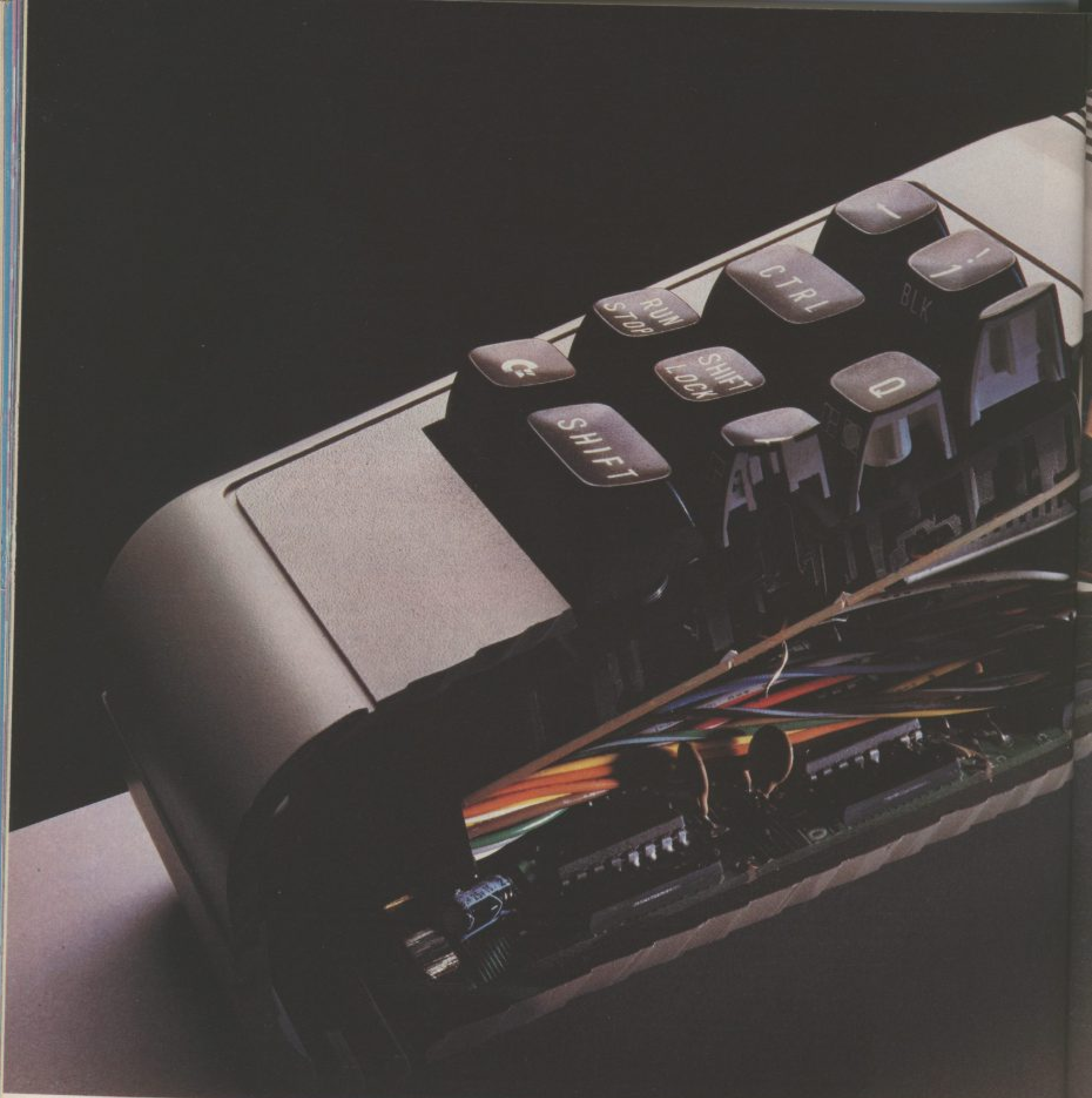
HINTS

Watch your back, try not to get killed and mind your language.

The RamJam Corporation cannot accept responsibility for injury either mental or physical caused during the playing of Valkyrie 17. Furthermore the existence of these words affects your statutory rights.

VALKYRIE 17

Valkyrie 17 is distributed by Palace Virgin Gold, 69 Flempton Road, London E10 7NL. Telephone: 01-539 5566. Available from all leading wholesalers.



Are you only using

To play only games on a Commodore computer is like asking Albert Einstein to work out the square root of four.

The computer's brain barely ticks over.

To really stretch it, you need more interesting software programs. For example, record keeping, interactive education, stimulating adventure games or word processing.

And for these you need peripherals.

Like a Commodore disk drive, a really fast storage and retrieval system with a vast memory.

Or a Commodore cassette unit, the inexpensive way of loading and storing programs.

For those who like the idea of text and graphics being more alive and having greater clarity than on a TV, there's the Commodore colour monitor.





COMMODORE MPS801
Dot matrix printer. £230.00.
Tractor feed. Print speed:
50 characters per second.

COMMODORE MPS802
Dot matrix printer. £345.00.
Friction feed for standard
paper. Print speed:
60 characters per second.

COMMODORE DPS1101
Daisy wheel printer. £399.99.
Letter quality print on
all types of paper. Print speed:
18 characters per second.

COMMODORE 1520
Printer plotter. £169.99. For
charts and graphs. Print speed:
14 characters per second.

COMMODORE 1541
Disk drive. £229.00.
170K memory. 5¼" diskette.

COMMODORE 1531
Cassette unit. £44.95.
For Commodore 16 and
Commodore plus/4.

COMMODORE 1530
£44.95. For Commodore 64.

COMMODORE 1701
Colour monitor. £230.00.

JOYSTICKS
(prices from £7.50)

PADDLES (£13.50).

Details correct at time of going to press.

g 1/10th of your brain?

And for hard copy, there are our three printers and a printer plotter. These will preserve on paper–in colour, black and white, chart form, graphs or text, the fruits of all your labour.

Finally, to make games playing more exciting, there are joysticks and paddles.

So use your brain. And make sure you use all of your computer's brain.

FOR FURTHER INFORMATION, TICK ONE (OR MORE) OF THE BOXES ABOVE AND SEND TO THE COMMODORE INFORMATION CENTRE, 1 HUNTERS ROAD, WELDON, CORBY, NORTHAMPTON NN17 1QX. TEL: CORBY (0536) 205252.

NAME

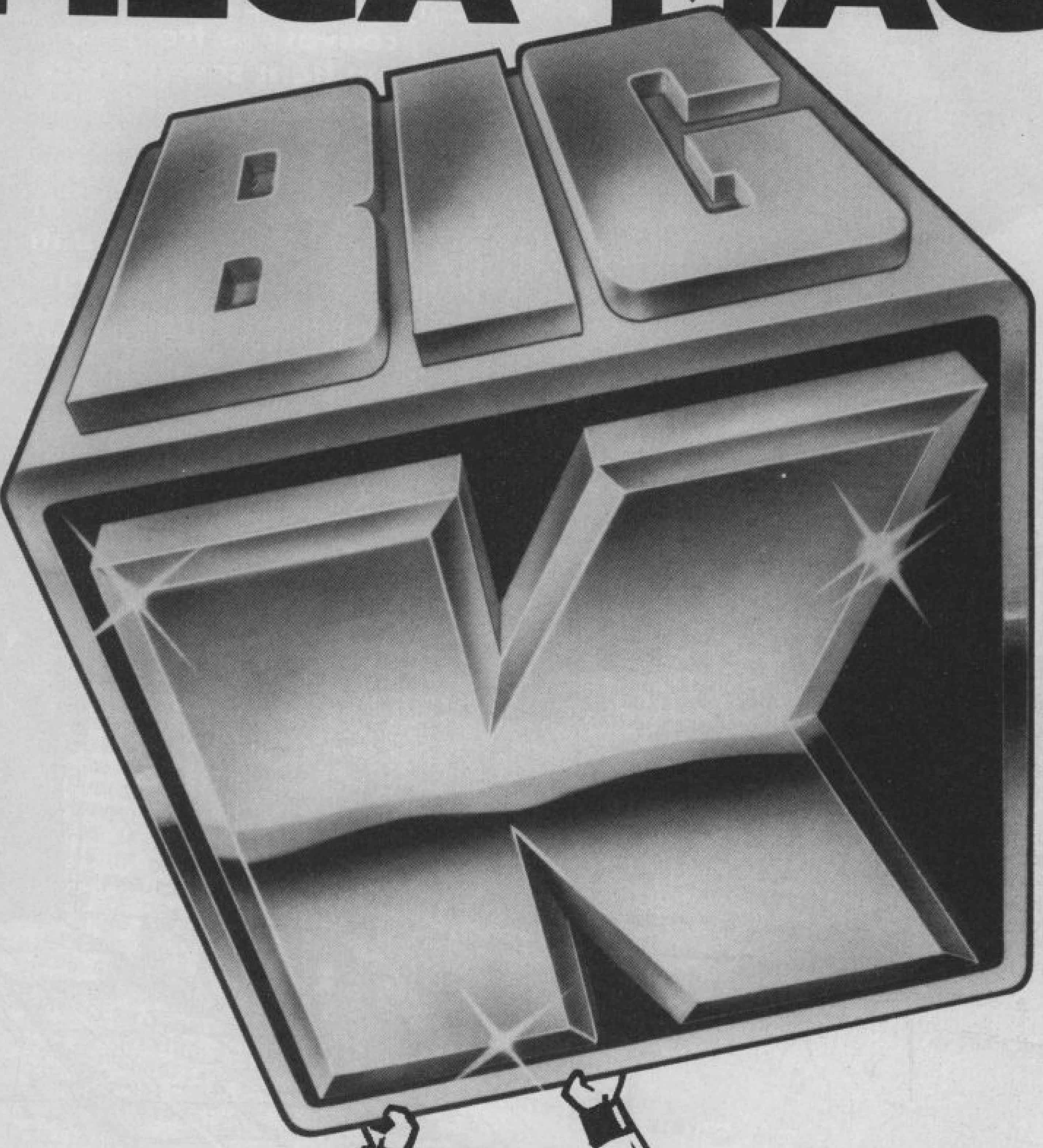
ADDRESS

PE CVG 1184

commodore


SWAG
NEW!
FOR THE
COMMODORE 64
The SWAG-man's on the job to burgle the millionaire's mansion. It's full of beautiful, valuable SWAG ready for nicking! Unfortunately, he's gate-crashed a fancy dress party and the guests are in pursuit.
Help him through the seemingly never ending maze of rooms to collect the SWAG and find the WAY OUT!
£8.95
CASSETTE
£10.95
DISC
Arcade standard, 100% machine code, amazingly smooth high resolution graphics, incredible sound effects, the totally addictive concept.
the ULTIMATE arcade adventure

HEARD ABOUT THE COMPUTER MEGA-MAG?



There's only one Big K.
A computer mega-mag that gives it to you straight. No frills. No waffle. No blurb. No unnecessary rubbish. Just the facts, straight, humorous, critical. Take this month for example. Bursting with news, reviews, features and programs.

It's out now. The November issue of Big K including: STRONTIUM DOG and THE FALL GUY (exciting new games), VIDEO DISEASES (how to cure them), SID THE COMMODORE SOUNDCHIP (how he does it), PLUS a host of games programs for ORIC, ELECTRON, SPECTRUM, COMMODORE 64, and BBC.

GET YOUR MITT ON THE COMPUTER MEGA-MAG FOR JUST 85 PENCE.

SAUCER ATTACK

RUNS ON DRAGON 32 WITH ONE JOYSTICK

You are the number one gunner on a freighter ship travelling to the remote space colony of Zargon to unload your vital cargo of food and mining equipment and return with a valuable shipload of Gellon crystals.

The deteriorating relations between the two galactic empires has erupted into full scale war. Enemy gun ships lie in wait, ready to ambush unsuspecting convoys of freighters.

Your ship has come under attack from light speed attack saucers and it's up to you to defend the ship with your laser cannon.

If your ship takes a direct hit, you must make sure you destroy all the remaining aliens in that sector to give your maintenance crew enough time to repair the damage.

BY CARL WATKIN

```
10 B$="---------":GOSUB400
20 PMODE3,1:PCLS6:SCREEN1,1
30 DRAW"C5BM0,116M108,116M108,128M152,128M152,116M255,116M108,116M40,200BM108,12
8M84,200BM152,128M196,200BM152,116M244,200BM0,132M92,132M96,160M172,160M176,132M
255,132BM0,160M68,160M68,200BM208,200M208,160M255,160"
40 PAINT(10,124),8,5:PAINT(100,132),8,5:PAINT(128,140),8,5:PAINT(164,132),8,5:PA
INT(208,120),8,5:PAINT(32,168),8,5:PAINT(56,184),8,5:PAINT(212,184),8,5:PAINT(23
6,176),8,5
50 PAINT(44,144),7,5:PAINT(84,164),7,5:PAINT(136,176),7,5:PAINT(180,160),7,5:PAI
NT(220,144),7,5
60 DIMA1(20,10),A2(20,10):CIRCLE(10,5),10,5,.4:PAINT(10,5),5,5:GET(0,0)-(20,10),
A1:GET(30,0)-(50,10),A2:PUT(0,0)-(20,10),A2
70 X=RND(200)+20:Y=0
80 DRAW"C6":LINE(0,175)-(255,200),PSET,BF:DRAW"C5BM5,180D10R8U10L8R8BR10R5L5D5R5
D5L5R5BR30U10R8D10L8R8BR10U10R4F3D6G3L4BR30U10R8D10L8R8BR10U10R7L7D10R7BR40U10R8
D10L8BR10U10R5D5L5F5BR5U10R5D3L5R5D7"
90 GOTO310
100 PAINT(8,184),7,5
110 D=0:DA=0
120 '****MOVEMENT****
130 A=JOYSTK(0)*4:B=JOYSTK(1)*4:P=PEEK(65280)
140 IF B>100 THEN B=100
150 IF B<10 THEN B=10
160 DRAW"C5":FORC =1 TO 2:DRAW"BM"+STR$(A)+","+STR$(B)+"BR5U4L4R4D8L4BL10L4U8R4"
:DRAW"C6":NEXT C
```

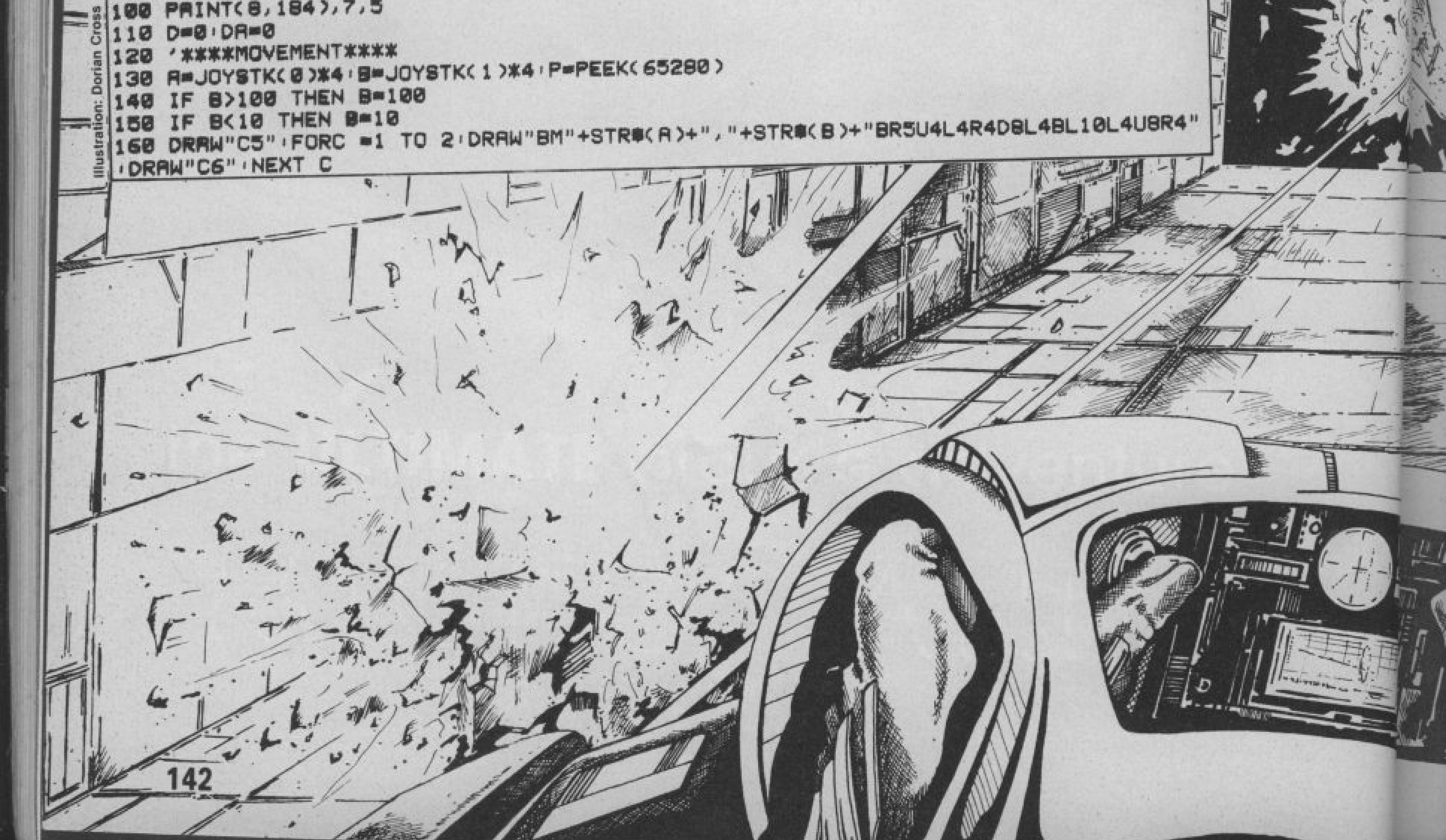
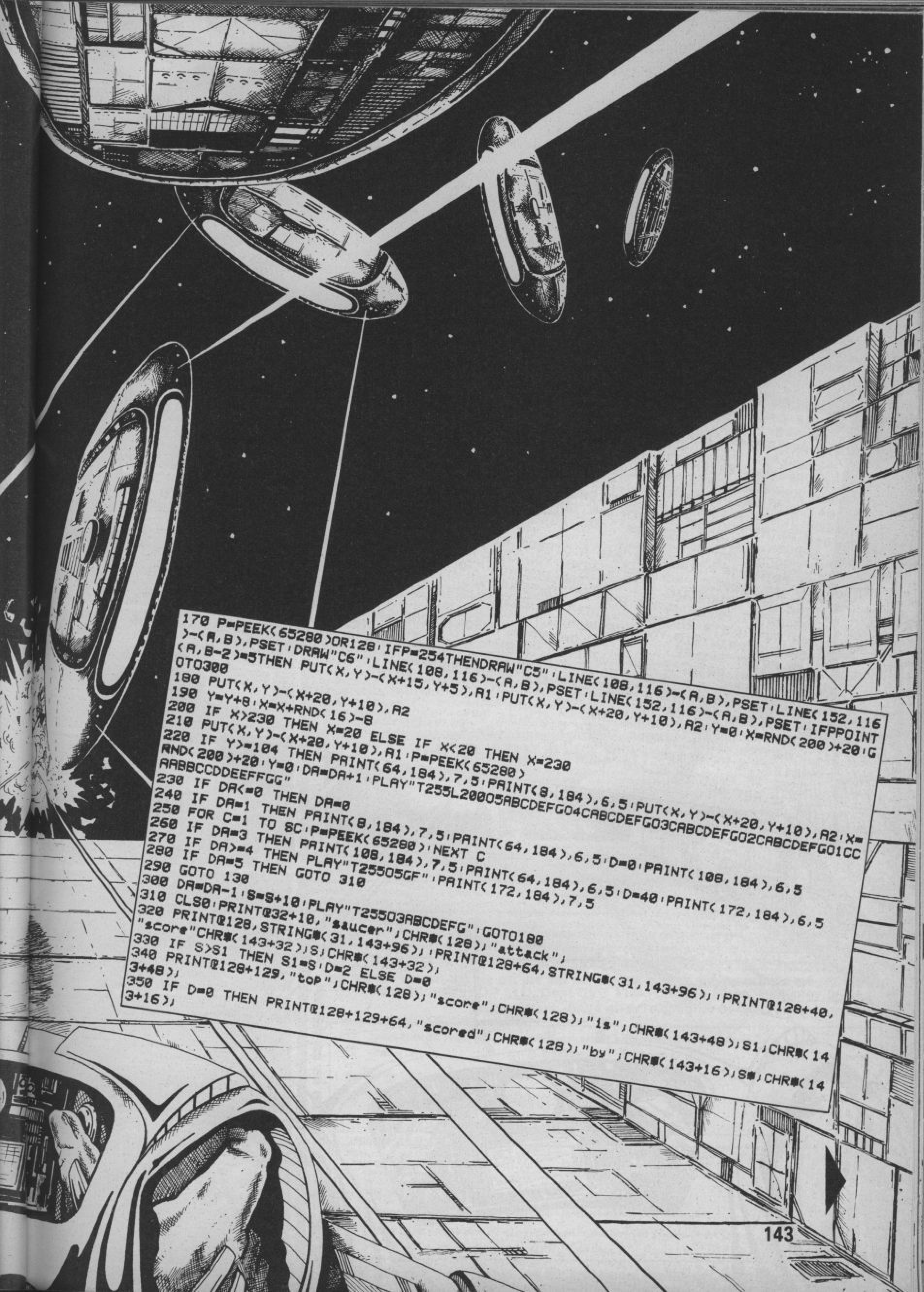
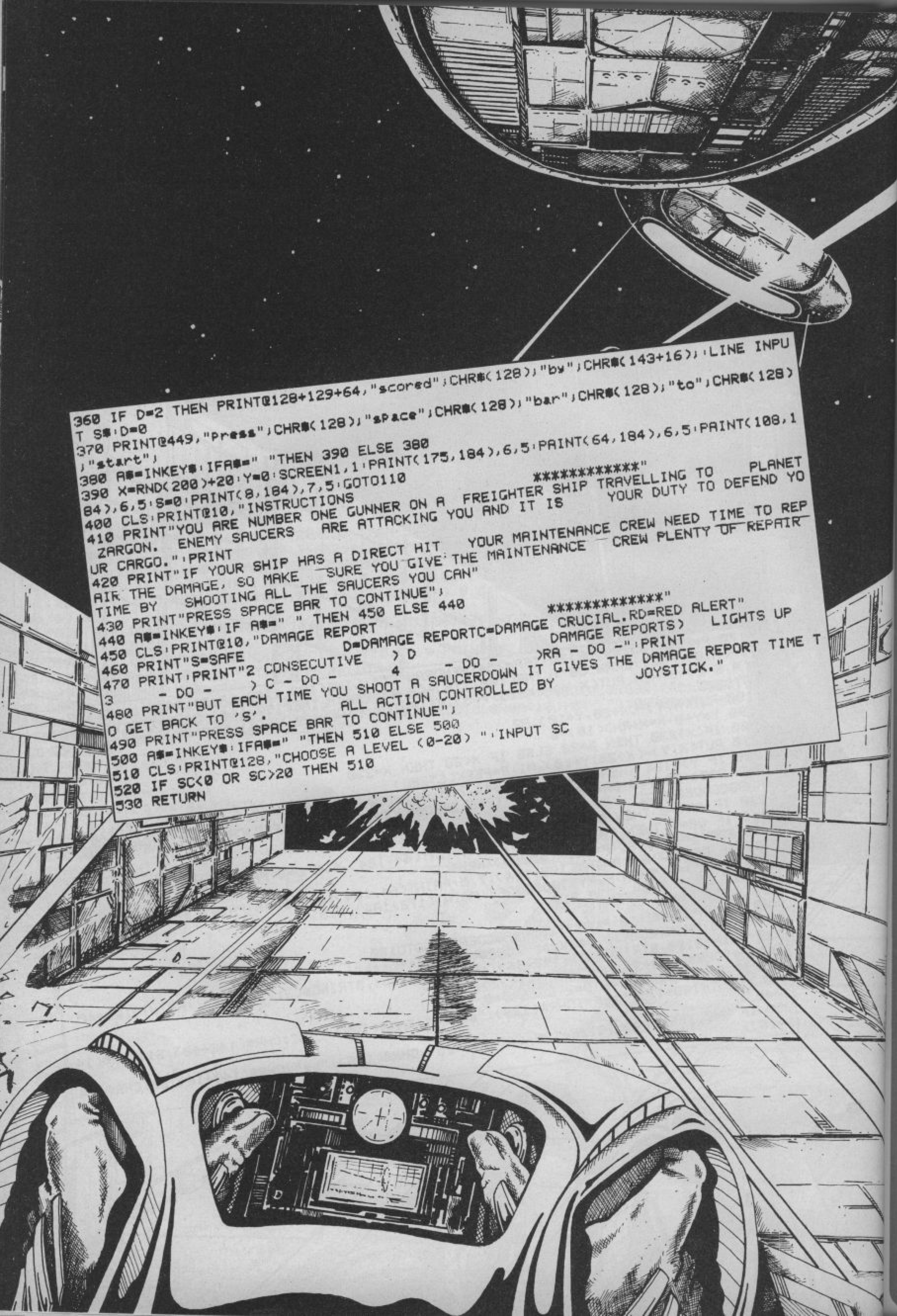


Illustration: Dorian Cross



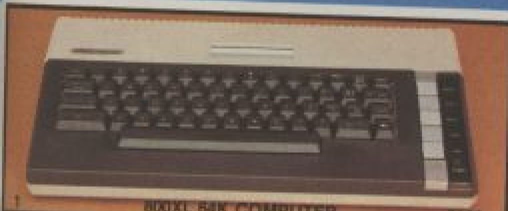
```
170 P=PEEK(65280)OR128:IFP=254THENDRAW"C5":LINE(108,116)-(A,B),PSET:LINE(152,116
)-(A,B),PSET:DRAW"C6":LINE(108,116)-(A,B),PSET:LINE(152,116)-(A,B),PSET:IFPPOINT
(A,B-2)=5THEN PUT(X,Y)-(X+15,Y+5),A1:PUT(X,Y)-(X+20,Y+10),A2:Y=0:X=RND(200)+20:G
OTO300
180 PUT(X,Y)-(X+20,Y+10),A2
190 Y=Y+8:X=X+RND(16)-8
200 IF X>230 THEN X=20 ELSE IF X<20 THEN X=230
210 PUT(X,Y)-(X+20,Y+10),A1:P=PEEK(65280)
220 IF Y>=104 THEN PAINT(64,184),7,5:PAINT(8,184),6,5:PUT(X,Y)-(X+20,Y+10),A2:X=
RND(200)+20:Y=0:DA=DA+1:PLAY"T255L200O5ABCDEFGO4CABCDEFGO3CABCDEFGO2CABCDEFGO1CC
AABBCCDDEEFFGG"
230 IF DA<=0 THEN DA=0
240 IF DA=1 THEN PAINT(8,184),7,5:PAINT(64,184),6,5:D=0:PAINT(108,184),6,5
250 FOR C=1 TO SC:P=PEEK(65280):NEXT C
260 IF DA=3 THEN PAINT(108,184),7,5:PAINT(64,184),6,5:D=40:PAINT(172,184),6,5
270 IF DA>=4 THEN PLAY"T255O5GF":PAINT(172,184),7,5
280 IF DA=5 THEN GOTO 310
290 GOTO 130
300 DA=DA-1:S=S+10:PLAY"T255O3ABCDEFG":GOTO180
310 CLS0:PRINT@32+10,"saucer";CHR$(128);"attack";
320 PRINT@128,STRING$(31,143+96);:PRINT@128+64,STRING$(31,143+96);:PRINT@128+40,
"score"CHR$(143+32);S;CHR$(143+32);
330 IF S>S1 THEN S1=S:D=2 ELSE D=0
340 PRINT@128+129,"top";CHR$(128);"score";CHR$(128);"is";CHR$(143+48);S1;CHR$(14
3+48);
350 IF D=0 THEN PRINT@128+129+64,"scored";CHR$(128);"by";CHR$(143+16);S$;CHR$(14
3+16);
```



```
360 IF D=2 THEN PRINT@128+129+64,"scored";CHR$(128);"by";CHR$(143+16);:LINE INPU
T S$:D=0
370 PRINT@449,"Press";CHR$(128);"sPace";CHR$(128);"bar";CHR$(128);"to";CHR$(128)
;"start";
380 A$=INKEY$:IFA$=" "THEN 390 ELSE 380
390 X=RND(200)+20:Y=0:SCREEN1,1:PAINT(175,184),6,5:PAINT(64,184),6,5:PAINT(108,1
84),6,5:S=0:PAINT(8,184),7,5:GOTO110
400 CLS:PRINT@10,"INSTRUCTIONS                  ************"
410 PRINT"YOU ARE NUMBER ONE GUNNER ON A  FREIGHTER SHIP TRAVELLING TO    PLANET
 ZARGON.  ENEMY SAUCERS   ARE ATTACKING YOU AND IT IS     YOUR DUTY TO DEFEND YO
UR CARGO.":PRINT
420 PRINT"IF YOUR SHIP HAS A DIRECT HIT   YOUR MAINTENANCE CREW NEED TIME TO REP
AIR THE DAMAGE, SO MAKE   SURE YOU GIVE THE MAINTENANCE   CREW PLENTY OF REPAIR
TIME BY   SHOOTING ALL THE SAUCERS YOU CAN"
430 PRINT"PRESS SPACE BAR TO CONTINUE";
440 A$=INKEY$:IF A$=" " THEN 450 ELSE 440
450 CLS:PRINT@10,"DAMAGE REPORT                 *************"
460 PRINT"S=SAFE          D=DAMAGE REPORTC=DAMAGE CRUCIAL.RD=RED ALERT"
470 PRINT:PRINT"2 CONSECUTIVE    ) D            DAMAGE REPORTS)   LIGHTS UP
3      - DO -     ) C - DO -      4      - DO -      )RA - DO -":PRINT
480 PRINT"BUT EACH TIME YOU SHOOT A SAUCERDOWN IT GIVES THE DAMAGE REPORT TIME T
O GET BACK TO 'S'.       ALL ACTION CONTROLLED BY               JOYSTICK."
490 PRINT"PRESS SPACE BAR TO CONTINUE";
500 A$=INKEY$:IFA$=" "THEN 510 ELSE 500
510 CLS:PRINT@128,"CHOOSE A LEVEL (0-20) ":INPUT SC
520 IF SC<0 OR SC>20 THEN 510
530 RETURN
```

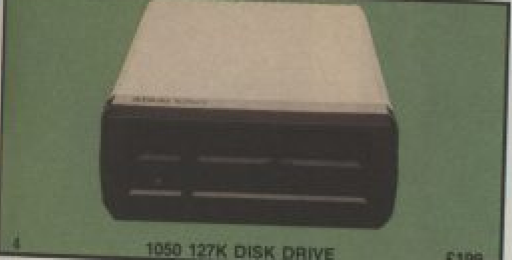
ATARI XL

THE NEW ATARI 64K 800XL £169


1 800XL 64K COMPUTER £169


2 800 48K COMPUTER £69


3 1010 PROGRAM RECORDER £34


4 1050 127K DISK DRIVE £199


5 1020 4 COLOUR PRINTER £99


6 LETTER QUALITY PRINTER £249


7 TOUCH TABLET PEN - CART £49


8 TRAK BALL £19.95


9 SUPER CONTROLLER £14.95

EVERYTHING YOU WANT FROM A HOME COMPUTER

1. ATARI 64K 800XL - £169: The Atari 800XL has many facilities and includes such advanced specifications that you will be amazed by its performance. At the new retail price of only £169 for a full specification 64K computer with a proper full stroke keyboard, we believe that the 800XL cannot be beaten. Just look at the following specifications:-

COLOUR CAPABILITIES: 16 colours and 16 intensities giving 256 different colours (all of the 256 colours can be displayed at the same time).
OPERATING SYSTEM: 24K ROM including Atari Basic programming language and a self diagnostic test program.
KEYBOARD: Full stroke design with 62 keys including help key and 4 special function keys, international character set and 29 graphics keys.
SOUND: 4 independent sound synthesisers each capable of producing music across a 3½ octave range or a wide variety of special sound effects. (Additional programming can achieve an octave range of up to nine octaves!)
DISPLAY: 11 graphic modes and 5 text modes. Up to 320×192 resolution. Maximum text display 24 lines by 40 columns.
SPECIAL ATARI INTEGRATED CIRCUITS: GTIA for graphics display. Pokey for sound and controller ports. Antic for screen control and I/O (Input/Output).
CPU: 6502C microprocessor - 0.50 microsecond cycle and a clock speed of 1.79 MHz.
EXTENDED GRAPHICS FUNCTIONS: High resolution graphics. Multi-coloured character set. Software screen switching. Multiple redifined character sets. Player missile (sprite) graphics. Fine screen scrolling. Changeable colour registers. Smooth character movement. Simple colour animation facilities.
PROGRAMMING FEATURES: Built in Atari Basic programming language supporting peek, poke and USR plus at least 8 other languages available. The help key will provide additional information and menu screens with certain software. Full on-screen editing is available as well as syntax checking on entry.
INPUT/OUTPUT: External processor bus for expansion with memory and peripherals. Composite video monitor output. Peripheral port for direct connection to Atari standard peripherals. Software cartridge slot is included as well as 2 joystick controller ports.
SOFTWARE: Over 1,500 items of software are available including self teaching programs with unique voice over. The range of programs includes Education, Home Management & Programming aids. There is also APX (Atari Program Exchange) and of course Atari's famous entertainment software now at only £9.95. In addition there is a host of support and help available from specialist Atari magazines like Antic and Analog and from over 75 Atari books/manuals.

2. ATARI 800 48K COMPUTER - £69: We have a limited number of the Mk1 model 800 computer with 48K. The price is £69 (as a games machine) or £99 with the Basic Programmer Kit (Basic cartridge & 2 manuals). Both come with a full 12 months guarantee.

3. ATARI 1010 PROGRAM RECORDER - £34: For low cost storage and retrieval capability. Data transmission 600 baud. Storage capability 100K bytes on a sixty minute cassette. Track configuration four track, two channels (digital and audio). Auto record/playback/pause control/unique soundthrough facility. Also included is built in accidental erasure prevention and automatic shutoff after each program as well as a 3 digit tape counter.

4. ATARI 1050 DUAL DENSITY DISK DRIVE - £199: 5¼" disks holding 127K randomly accessible bytes provide both expansion and flexibility for your 400/800 or XL system with new 'helpful' DOS 3. All customers who purchase a Disk Drive from Silica Shop will be automatically given a FREE set of 100 programs on 3 Disks recorded on both sides.

5. ATARI 1020 COLOUR PRINTER - £99: Printer and Plotter with four colour graphic print capability. 40 column width printing at 10 characters per second. Can print 5, 10 and 20 characters per inch. 64 character sizes. Prints text in 4 directions. Choice of line types.

6. ATARI 1027 LETTER QUALITY PRINTER - £249: For word processing letters in professional type. Print speed of 20 chars per second.

7. ATARI TOUCH TABLET - £49: Enables you to draw and paint pictures on your T.V. screen, with the touch of a stylus.

8. ATARI TRAK BALL CONTROLLER - £19.95: Enables cursor movement in any direction and adds arcade realism to your games.

9. ATARI SUPER CONTROLLER - £9.95: The ultimate joystick with double fire button to give you a greater competitive edge in your games.

SILICA SHOP ARE THE No1 ATARI SPECIALIST

Silica Shop are now firmly established as the No 1 Atari retail/mail order and wholesale specialist in the U.K. We already offer our service to over 120,000 customers, 10,000 of whom have purchased Atari Home Computers. Because we specialise (and with a turnover of £1.5 million), we are able to keep prices low by bulk purchases. Ring one of our 45 staff and we will be glad to be of service to you. Complete the coupon below and we will send you our Atari pack with price list and colour catalogue:

EXTENDED TWO YEAR GUARANTEE: We are an Atari Service Centre, able to service and repair Atari equipment and have added a 12 month guarantee to the year offered by Atari, giving you a full 2 year guarantee on your computer if you buy it from us.
SPECIALIST SUPPORT: Our technical staff are always available on the telephone to help and advise you. We endeavour to hold stocks of every Atari compatible item available in the U.K. and we stock over 75 Atari books and manuals.
AFTER SALES SERVICE: Your name will automatically be added to our mailing list and you will receive price lists, newsletters and details of new releases and developments as well as special offers which are exclusive to Silica Atari Computer Owners.
LOW PRICES: Our prices are extremely competitive and we will normally match any lower price offered by our competitors.
FREE COMPUTER OWNERS CLUB: This is open to all Atari computer owners irrespective of where you purchased your equipment. Membership is FREE and entitles you to receive bulletins giving details of new releases and developments. Send now for your FREE information pack, price list & colour catalogue.
PAYMENT: We accept cash, cheques, postal orders and all Credit Cards. We also offer credit facilities over 1, 2 or 3 years, please write for a written quotation.
NEXT DAY DELIVERY - FREE: All goods despatched from Silica Shop are normally sent by first class post or parcel post FREE OF CHARGE. As a special introductory offer for a limited period only we will be sending all Computers and Disk Drives by a next day delivery service at our expense.

So fill in the coupon below with a literature enquiry or order and begin to experience a specialist Atari service that is second to none.

SILICA SHOP LTD, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX Tel: 01-309 1111

ORDER NOW-OR SEND FOR A FREE COLOUR BROCHURE

To: SILICA SHOP LTD, Dept CVG 1184, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX Telephone: 01-309 1111

LITERATURE REQUEST:

☐ Please send me your FREE colour brochures and 16 page price list on Atari Computers.
☐ I own a .... Videogame ☐ I own a .... Computer

Mr/Mrs/Ms: .... Initials: .... Surname ....
Address: ....
....
.... Postcode: ....

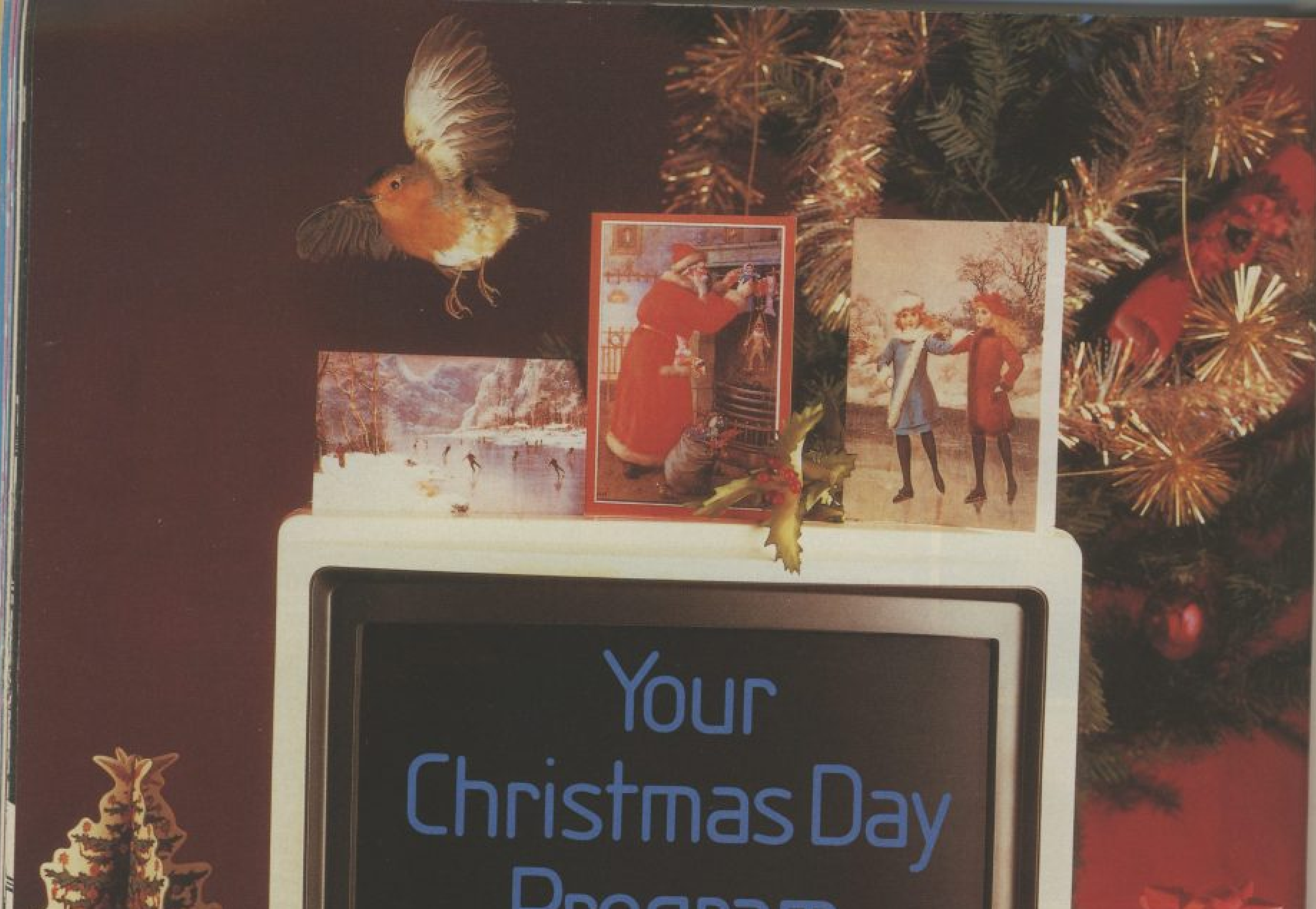
ORDER REQUEST:

Please send me:

☐ 800XL 64K Computer	£169	☐ 1020 4 Colour Printer	£99
☐ 800 48K Computer	£99	☐ Letter Quality Printer	£249
☐ 1010 Program Recorder	£34	☐ Touch Tablet + Cartridge	£49
☐ 1050 127K Disk Drive	£199	☐ Trak Ball	£19.95
		☐ Super Controller	£9.95

☐ I enclose Cheque/P.O. payable to Silica Shop Limited for the following amount £..........

☐ CREDIT CARD - Please debit my Access/Barclaycard/Visa/American Express/Diners Club
Card Number ....


Your
Christmas Day
Program
Guide

9.00 Firebug

A fast moving arcade-type game in which you are a fireman, trying to rescue some oil drums and take them to the safety of a water tank. Your opponent is the firebug who runs around lighting fires which move slowly towards the drums and fire extinguishers, destroying them if contact is made.

10.00 Maze

A gripping graphics game where you enter a top secret installation with the aim of stealing secrets from a rival company. The security system, however, has many levels each consisting of a maze of corridors patrolled by armed robot guards. Complete with full colour 3-D graphics, sound effects and a high score table.

12.00 Elite

A superb 3-dimensional graphics game that's light years ahead of any other. You are a space trader who roams the universe, making your living from buying and selling cargo in your Cobra space craft. On your travels, you will encounter aggressors who are eager to put an end to your dealings. Be warned, only the fittest will survive.

1.00 Crazy Tracer

A crazy adventure in which you guide a paint roller round the edge of a maze of rectangles, while avoiding the monsters which are trying to stop you by crushing the roller. Beware – as the game progresses, so the number of monsters chasing you will increase.

3.00 Go

'Go' is a board game for two players which originated in China 3000 years ago and is now more popular than Chess in the Far East. It requires strategic insight, intuition and a strong, calculating mind. If you wish, you can also challenge the computer at differing degrees of difficulty. A velly good game indeed.

4.00 Watch Your Weight

At last, a weight-loss program designed especially for you. With it, your computer becomes an expert wholly conversant with and sympathetic to your needs, and will help you choose an appropriate and individual weight-loss plan. The program also includes a calorie counter and a series of apposite menu suggestions to help stimulate your imagination when you just can't think what to eat.

5.00 The Complete Cocktail Maker

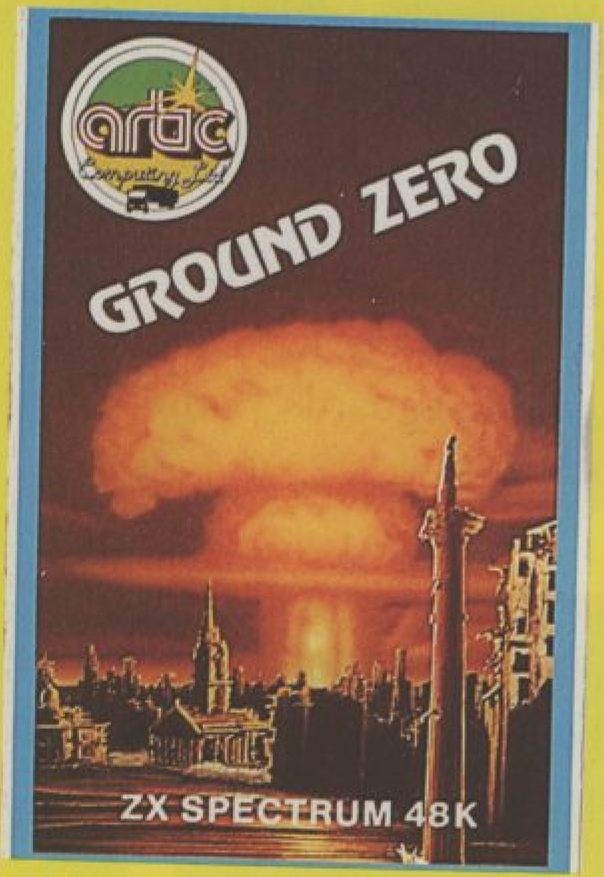
With everything from a Black Russian to a Betsy Ross, this program contains data sufficient to concoct a staggering 320 different cocktails.

6.00 Paul Daniels' Magic Show

Stun and amaze your friends with your astounding feats of magic. This program contains ten tricks to be performed by or with your BBC Micro/Electron. Hurry though – it's bound to disappear fast.

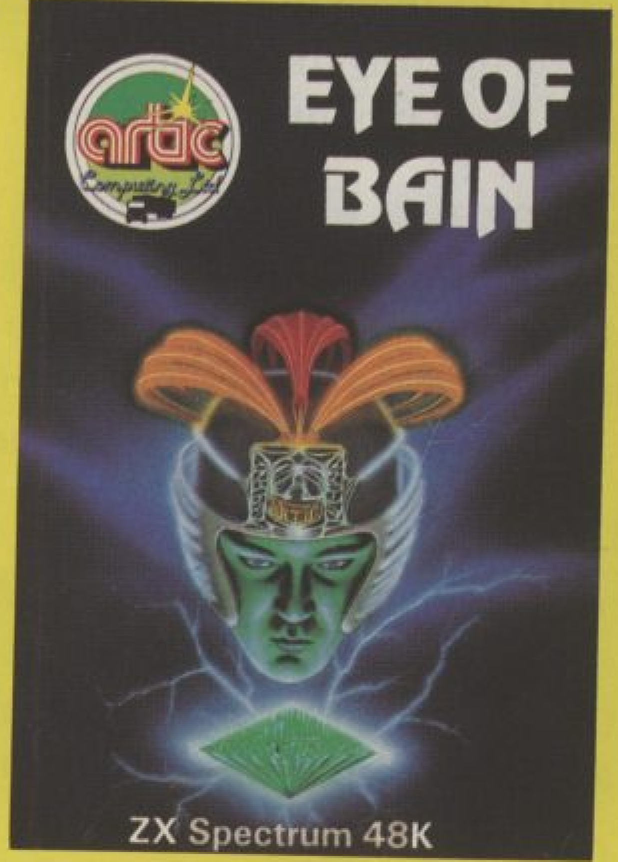
ARTIC ADVENTURES RISK THE UNKNOWN

NEW

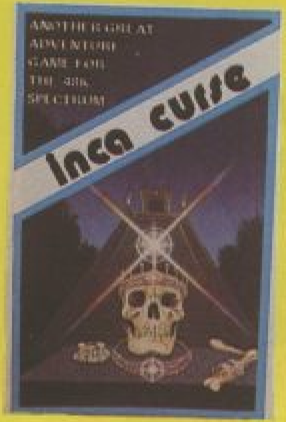


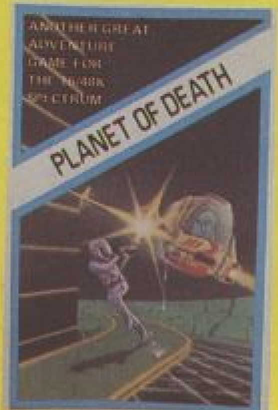
The aim of this adventure is to try and survive a nuclear attack. You do this by building a nuclear shelter or either by using the Town Hall shelter. To enable yourself to surrive, once the bomb has gone off, you also have to collect rations and at the same time try and avoid the riots. All this has to be done within a limited time period, before the bomb goes off.

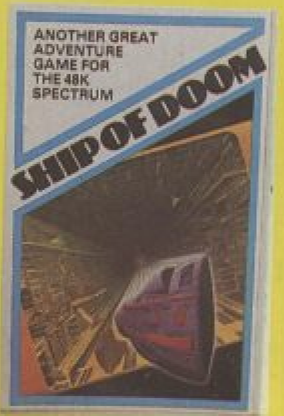
NEW

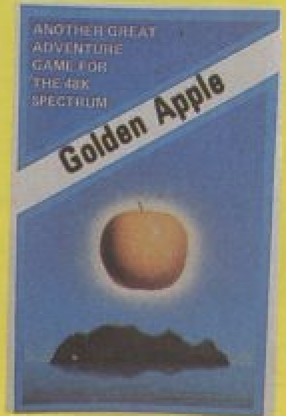


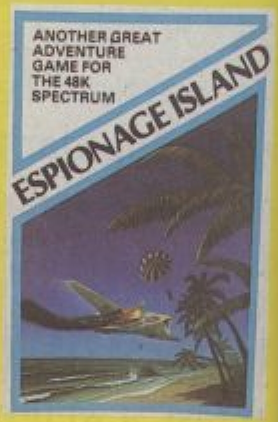
Whilst on an expedition to find a lost jewel 'The Eye of Bain', you are captured by natives and imprisoned in a grass hut. This is where the adventure really begins. Escape from the hut avoiding the villagers to find yourself possibly dying of thirst in a desert, being stung to death by bees, eaten alive by a bear and many other hideous possible endings.
The game includes full multi-screen graphics. Cassette routines are available to save and re-load at any stage of the game.











ALL AVAILABLE FOR BOTH CBM 64 & SPECTRUM PRICE £6.95p

This and other games on display at:
THE ARTIC SOFTWARE STATION,
263 Acton Lane, London W4.
01-995 2152

artic
Computing Ltd

To: Artic Computing Ltd, Main Street
Brandesburton, Driffield YO25 8RL

Please supply

*Cheque for total amount enclosed £

Name

Address

*Access/Barclaycard No.

*Please delete or complete as applicable

PARCO Electrics

FOR THE TI/99 4a HOME COMPUTER

SOLID STATE SOFTWARE

TEXAS INSTRUMENTS

Extended Basic	69.25
Minimemory	69.25
Personal Record Keeping	22.50
Home Budget Management	17.50
Adventure/Pirate	22.00
Buck Rogers	27.50
Burgertime	27.50
Hopper	21.75
Jawbreaker II	17.50
M.A.S.H.	17.50
Moon Mine	21.75
Munchmobile	15.50
Parsec	17.50
Return to Pirate Isle	27.50
Sneggit	15.50
Star Trek	21.75

ATARISOFT

Donkey Kong	20.00
Jungle Hunt	18.00
Moon Patrol	20.00
Ms. Pacman	18.00
Picnic Paranoia	12.50
Pole Position	24.50
Protector II	18.00

+ many more modules in stock

CASSETTE SOFTWARE

PARCO Software

Hop On	5.95
*Listfile (database)	9.75
*Parco Golf	7.95
Space Trek	5.95
*Superhod	7.95

(* Extended basic)

VIRGIN Games

Robopods	4.95
Fun-Pac	4.95
Fun-Pac 2	4.95
Fun-Pac 3	4.95

+ SPECIAL OFFER ALL FOUR ABOVE IN LIBRARY CASE...£18.00

COLLINS Educational

Cassette AND Manual in each.

Starter Pack 1	5.95
Starter Pack 2	5.95
Games Writer Pack 1	5.95
Games Writer Pack 2	5.95

★ ★ ★ SPECIAL OFFER ★ ★ ★

ALL FOUR ABOVE

+ FREE BASIC TUTOR CASSETTE...£18.00

+ many more tapes in stock

For a free price list and further information send a s.a.e. to:

4 DORSET PLACE, NEW STREET, HONITON DEVON EX14 8QS. TELEPHONE (0404) 44425

Access orders taken by telephone.

All prices are inclusive VAT and p&p.

AVALON HILL GAMES

SOFT WAR! SALE

TITLE CASSETTE	CURRENT RETAIL PRICE	OUR PRICE	ATARI NOT XL	APPLE	TRS 80 PET	CBM
Computer Acquire	£14.95	£1.95		16K*	16K	16K
Bomber Attack	11.95	2.95	16K	32K		8K
Close Assault	21.95	5.95	40K*	48K	48K	
Conflict 2500	11.95	3.95	32K*	16K*	16K	16K
Controller	21.95	4.95	Disk			
Facts in Fives	18.95	1.95	Disk			
Flying Ace	18.95	4.95	16K*			
Football Strategy	15.95	1.95		Disk		
Fredericksburg	25.95	2.95		Disk		
Galaxy	14.95	3.95	16K	16K*	16K*	16K
Gypsy	15.95	3.95	16K*			
Knockout	14.95	3.95	16K			
Legionnaire	25.95	5.95	16K			
Lords of Karma	18.95	4.95	Disk			
Comp. Maj. League Baseball	18.95	1.95		16K		
Moon Patrol	18.95	3.95	16K			
Planet Miners	15.95	3.95		Disk		
Road Racer/Bowler	11.95	2.95	16K		8K	
Shootout at OK Galaxy	14.95	3.95	16K*	32K	16K	8K
Space Station Zulu	14.95	3.95	32K*			
Computer Stocks & Bonds	14.95	1.95	32K*	32K	16K	16K
Telengard	19.95	5.95	Disk		Disk	
VC	18.95	1.95		Disk		
Vorrak	18.95	4.95	Disk			
Voyager	14.95	3.95	24K	32K	16K*	32K

*Also available on Diskette

Disk available on Diskette ONLY

Pay by: CHEQUE/POSTAL ORDER enclosed. ACCESS or VISA CARD state No. When ordering state Computer and Memory size, Cassette or Disk. Please give second choice, stocks are limited. ALL POST FREE

To:—

R. M. TRADING CO.

75 STONELEIGH AVE., ENFIELD, MIDDX.

ZOOMSOFT

COMPUTER SOFTWARE SPECIALISTS

COMMODORE 64 OWNERS

THE LATEST GAMES FOR YOUR COMMODORE

BOULDER DASH	cass	£8.95
	disk	£10.95
BRISTLES	cass	£8.95
	disk	£10.95
ASTRO CHASE	cass	£8.95
	disk	£10.95
FLIP FLOP	cass	£8.95
	disk	£10.95
BEACH HEAD	cass	£9.95
	disk	£12.95
DALLAS QUEST	disk	£14.95
BRUCE LEE	cass	£14.95
	disk	£14.95
THE HULK	cass	£9.95
	disk	£13.95
ZAXXON	cass	£9.95
	disk	£14.95
DRELBES	cass	£9.95
	disk	£14.95
FORT APOCALYPSE	cass	£9.95
	disk	£14.95
SENTINEL	cass	£9.95
	disk	£14.95
BLUE MAX	cass	£9.95
	disk	£14.95
STRIP POKER	cass	£9.95
	disk	£12.95
FLAK	disk	£14.95
SNOKIE	cass	£9.95
	disk	£12.95
SOLO FLIGHT	cass	£14.95
	disk	£14.95
MYSTIC MANSION	cass	£8.95
	disk	£12.95
POOYAN	cass	£9.95
	disk	£12.95
AZTEC CHALLENGE	cass	£8.95
	disk	£12.95
SLINKY	cass	£8.95
	disk	£12.95
ZORK 1	disk	£11.95
ZORK 2	disk	£11.95
ZORK 3	disk	£11.95
SUSPENDED	disk	£11.95
STAR CROSS	disk	£11.95
DEADLINE	disk	£11.95
ENCOUNTER	cass	£9.95
	disk	£12.95
OIL'S WELL	disk	£21.75
CASTLE WOOLSENSTEIN	disk	£23.95
RESCUE SQUAD	disk	£23.95
BEYOND CASTLE WOOLSENSTEIN	disk	£27.95
LODE RUNNER	disk	£25.95
FLIGHT SIMULATOR II	disk	£37.95
S.A.M. (Talkie)		£41.95

ATARI 400/800XL OWNERS

THE LATEST GAMES FOR YOUR ATARI

THE HULK	cass	£9.95
	disk	£17.95
S.A.M.	disk	£41.95
SOLO FLIGHT	cass	£14.95
	disk	£14.95
ZAXXON	cass	£14.95
ENCOUNTER	cass	£9.95
	disk	£12.95
LODE RUNNER	disk	£24.95

PLUS 100's MORE TITLES AVAILABLE NOW, GAMES, UTILITIES AND EDUCATIONAL SOFTWARE

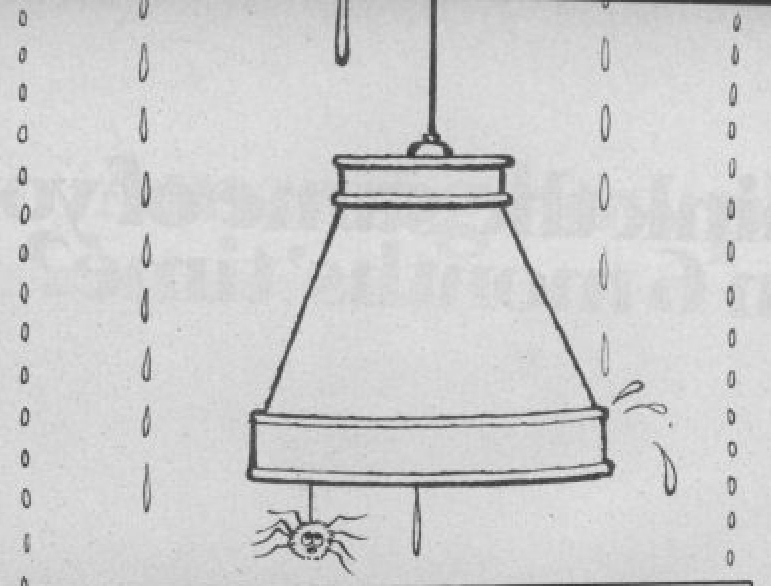
Atari and Commodore 64 Programmers

Original games and utility programmers wanted for the Atari and Commodore 64 home computers. Top royalties paid. We can distribute your product world wide.

SEND S.A.E. for our free catalogue (or telephone 01-723 0562 between 10am and 7pm).

ZOOMSOFT

46 HUNTSWORTH MEWS, LONDON NW1 6DS



```
10 T=0:FORA=12800TO12862:READB:T=T+B:POK
EA,B:NEXT
20 IFT<>11535THENPRINT"SPRITE DATA ERROR
  :END
30 T=0:FORA=49152TO49300:READB:T=T+B:POK
EA,B:NEXT
40 IFT<>17044THENPRINT"MACHINE CODE ERRO
R":END
50 V=53248:POKEV+32,0:POKEV+33,0:POKE204
0,200:POKEV+21,1:POKEV+39,12:POKEV+23,0
60 SID=54272:POKEV+29,0:POKESID+24,15:PO
KEV+5,9:POKESID,80
70 POKE780,0:S=S49152
80 A$=CHR$(28)+CHR$(18)+"_ _ _ _ _ _ _ _
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _"
100 PRINTCHR$(147)
110 PRINTLEFT$(A$,42)
120 PRINTCHR$(28)CHR$(18)RIGHT$(A$,40)
130 PRINTLEFT$(A$,42)
155 PRINTCHR$(19)CHR$(146)"

160 POKEV,160:POKEV+1,229:POKEV+16,0
165 PRINTCHR$(146)CHR$(19)TAB(15)CHR$(5)
  HIGH "H;:S=0:F=0:GOSUB400:GOSUB410
170 X=11:Y=5:GOSUB500:PRINTCHR$(31)CHR$(
146)"L E A K Y  R O O F"
180 X=2:Y=7:GOSUB500:PRINTCHR$(158)"OH D
EAR YOUR ROOF HAS SPRUNG A LEAK"
190 X=3:Y=9:GOSUB500:PRINT"BUT YOU HAVE
ONLY GOT ONE BUCKET!"
200 X=1:Y=11:GOSUB500:PRINT"SO YOU HAVE
TO CATCH AS MUCH WATER AS"
210 X=0:Y=13:GOSUB500:PRINT"YOU CAN, OR
YOUR HOUSE WILL BE FLOODED!"
220 Y=15:GOSUB500:PRINTCHR$(159)"< = BUC
KET LEFT  AND  > = BUCKET RIGHT"
230 X=4:Y=17:GOSUB500:PRINT"OR JOYSTICK
IN CONTROL PORT TWO"
240 X=6:Y=19:GOSUB500:PRINTCHR$(156)"PRE
SS THE SPACE BAR TO START"
250 IFPEEK(197)<>60THEN250
260 D=.5:X=0:Y=4:GOSUB500:GOSUB600
270 IFPEEK(V+31)<>0THEN270
280 GOSUB550:GOSUB700:X=0:Y=4:GOSUB500:G
OSUB600
290 IFS>HTHENH=S:GOTO155
300 GOTO155
350 POKESID+4,0:POKESID+1,20:POKESID+4,1
29:FORA=0TO20:NEXT:RETURN
400 PRINTCHR$(19)TAB(0)CHR$(5)" SCORE:"S
  :D=D+.01:GOSUB350
405 IFD>2THEND=2
406 RETURN
410 PRINTCHR$(19)TAB(29)CHR$(5)" FLOOD%"
F:RETURN
500 POKE781,Y:POKE782,X:SYS65520
510 RETURN
550 X=INT(RND(1)*39):Y=4:D=D+.01:RETURN
600 FORA=0TO19:PRINTCHR$(31)"
                            ";:NEXTA
610 RETURN
650 IFPEEK(V+31)<>0THEN650
660 RETURN
700 GOSUB500:PRINTCHR$(31)CHR$(209);
720 IFPEEK(V+31)=1THENS=S+10:GOSUB400:GO
SUB500:PRINTCHR$(32);:GOSUB550:GOSUB650
730 IFY>23THENGOSUB500:PRINTCHR$(32);:GO
```



Illustration: Terry Rogers

LEAKY ROOF



Harry the plumber didn't want to be a plumber when he grew up, he wanted to be an airline pilot. But not all of us can follow our hearts. Poor old Harry had to settle for a career as a plumber.

Since he is not too happy with his chosen vocation, Harry isn't too conscientious about the quality of his work.

You didn't know this of course, when you employed him to replace the hot water pipes in your new house. Not surprisingly, the pipes have sprung several leaks. The only way you can stop your home from flooding, is to dash about with a bucket trying to catch falling water drops.

Full instructions are included in the listing. The joystick should be placed in port 2.

BY JAMES WILLISCROFT

RUNS ON A COMMODORE 64

```
SUB550:F=F+INT(RND(1)*4)+1:GOSUB410
740 IFF>=100THENGOSUB500:PRINTCHR$(32);:
RETURN
750 POKESID+4,0:POKESID+1,Y*4:POKESID+4,
17
760 GOSUB500:PRINTCHR$(32):Y=Y+D:GOTO70
0
1000 REM SPRITE DATA
1010 DATA255,0,255,255,129,255,255,255,2
55,255,255,255,127,255,254,127,255,254
1020 DATA63,255,252,63,255,252,63,255,25
2,31,255,248,31,255,248,31,255,248
1030 DATA15,255,240,15,255,240,15,255,24
0,7,255,224,7,255,224,7,255,224
1040 DATA3,255,192,3,255,192,1,255,128
1100 REM MACHINE CODE
1110 DATA120,169,13,141,20,3,169,192,141
,21,3,88,96,24,173,0,220,41,4,201,0,208
1120 DATA3,76,59,192,165,197,201,47,208,
3,76,59,192,173,0,220,41,8,201,0,208,3
1130 DATA76,104,192,165,197,201,44,208,3
,76,104,192,76,49,234,24,173,16,208,201
1140 DATA0,208,7,173,0,208,201,24,240,23
3,56,173,0,208,233,1,141,0,208,24,173
1150 DATA0,208,201,0,208,10,169,0,141,16
,208,169,255,141,0,208,76,49,234,24,173
1160 DATA16,208,201,1,208,7,173,0,208,20
1,64,240,238,24,173,0,208,105,1,141,0
1170 DATA208,24,173,0,208,201,255,208,10
,169,1,141,16,208,169,0,141,0,208
1180 DATA76,49,234,-1
```

The ultimate development from agf



Designed exclusively for the ZX Spectrum, Protocol 4 brings you game control customising in a way that no other interface does. It can accept all commercially standard joysticks, including the Quickshot II with 'rapid fire' or Trackball controllers, and is compatible with ALL Spectrum software. **OPERATES LIKE FIXED OPTION INTERFACES OR CAN BE FULLY HARDWARE PROGRAMMED**

The flexibility of Protocol 4 control is achieved by a specially designed 'CustomCard' system. CustomCards are easily programmed to suit all types of games.

Simply clip in a programmed card for immediate customised control. You can even change or reprogram the cards without affecting the game in the computer so that you can get exactly the responses you want. With the addition of extra cards you can build up a whole library of 'CustomCards' for all your favourite games.

Utilising Hardware Programmed technology you have the benefit of automatic eight direction control, no power-down programming loss, guaranteed conflict-free operation with other peripherals, including microdrives, and no extra software to load or awkward joystick movements and key presses to make each time you load another game. The keyboard remains fully operative at all times.

It is also perfectly possible to connect up to five Protocol 4's on one Spectrum, each programmed separately, for multiple player control — only possible with the hardware programmed design.

Incorporated into the design is a computer Reset button for clearing the computer memory between games without pulling the power plug out.

Fully guaranteed for 18 months, Protocol 4 comes supplied with five CustomCards, ten Quick Reference Programming Cards and complete instructions.



PROGRAMMABLE INTERFACE

As the first fully hardware programmed joystick interface, this product has become well established over the past year and will accept ALL standard joysticks or trackballs, including Quickshot II with 'rapid fire', for use with ALL Spectrum or ZX81 software — not just those with a joystick option.

* No Software programming required.
* Programming is *not* lost when power is disconnected between games.
* Eight way movement — with or without the fire button pressed — only requires setting of the four normal directions.
* Compatibility is guaranteed with ALL key reading techniques — machine code or BASIC.
* Several interfaces can be separately programmed and fitted to one computer for multiple player games.

Keyboard operation is totally unaffected by this interface, as with all AGF add-ons, and will never conflict with *any* other device fitted at the same time.

Twelve months guarantee, key programming information and a pack of Quick Reference Cards, to speed up setting of the clips, are supplied with full instructions.

INTERFACE II

The AGF Interface II represents the best low cost introduction to joystick control.

The 'AGF' control standard is now offered by over 100 games or utility programs for use with any joystick or trackball.

Any game which is controlled by the cursor movement keys (5,6,7,8) or has a Protek option is also compatible with Interface II.

A rear connector allows other peripherals to be connected at the same time.

This product is available for either the Spectrum or ZX81, is supplied with full instructions, a 12 month guarantee, and a 12½% discount voucher against further AGF mail-order purchases.

ROMSLOT

The new AGF RomSlot is designed for anyone who already owns a programmable joystick interface, or prefers to use the keyboard to control games, and would like to add the facility of ROM cartridge software to their system.

RomSlot will accept the Sinclair range of instant loading games and will also be compatible with the new releases from Parker Software — exciting new games only to be available in ROM format.

This system allows instant play. Your computer memory size is not important and you will be able to play games that could ordinarily require more RAM.

RomSlot incorporates an extra feature called 'Restart'. This allows you to instantly *restart* the ROM game.

RomSlot is guaranteed for 12 months and has a full width expansion connector to accept joystick interfaces, speed units and printers etc.

QUICKSHOT

The Quickshot joystick is an excellent value game controller incorporating suction cups for sure-footed precision with a comfortably contoured handle offering a convenient top firing button as well as one on the base.

QUICKSHOT II

Quickshot II has improved styling with a trigger type firing button as well as the top firing action, with a broader base for greater suction stability.

It also has a unique 'Auto-Fire' facility which at the flick of a switch provides a constant rapid firing action simulating a fast trigger finger.

	PRICE	TICK BOX OPPOSITE REQUIRED ITEM
AGF Protocol 4	£29.95 + £1.00 p&p	☐
AGF Programmable Interface	£24.95 + £1.00 p&p	☐
AGF RomSlot	£ 9.95 + £0.50 p&p	☐
AGF Interface II	£ 9.95 + £0.50 p&p	☐
Quickshot II Joystick	£10.50 + £0.50 p&p	☐
Quickshot Joystick	£ 7.95 + £0.50 p&p	☐
Extra 'CustomCards' (5 per pack)	£ 3.95 inc. p&p	☐
Extra Quick Reference Programming Cards (10 per pack)	£ 0.65 inc. p&p	☐

SPECIFY COMPUTER

I enclose cheque for ....
(total for items required)

My Name ....

Address ....

....

Send to: AGF Hardware, 26 Van Gogh Place, Bognor Regis, West Sussex, PO22 9BY.
(0243) 823337

There's nowhere else to go

agf



ALL GAMES IN 100% M/C
Solar SOFTWARE
Solar Software Ltd.
77 West Drive, Seedfield, Bury, Lancs
BL9 5DW. England
QUALITY ARCADE ACTION GAMES FOR THE
COMMODORE 64 at £7.95 each
GALAXIONS
The earth is being invaded by an alien force, the GALAXIONS have arrived from a dying planet, determined to destroy civilization as we know it.
They come in formation, swooping and diving towards the planet earth. You and you alone can save mankind from the terrifying destruction the aliens threaten us with.
munch man 64
A fantastic version of this popular arcade game.
Robin to the Rescue
In days of old when knights were bold and the sheriff was in power, to play this game guide Robin Hood, to Marian locked up in the tower.
New Bizy BeeZZzz
When teddy to the picnic went there came the smell of honey So off he went to find the hive to fill his empty tummy. The bees that guard honey pots are sharpening up their stings as teddy fills his empty tum sweet melodys he sings.
CBM 64
New Alley Cat
Guide Thomas the cat along the 13 walls of SOLAR street to his lady friend, who awaits him on the end wall, but beware of the flying boots, bottles and mops, which are just a few of the hazards you will encounter.
New Bogy Men
Guide Boris up the ladders, to collect a coin from the top of the screen, but beware! the bogy men are out to get you. He must return to the bottom of the screen, avoiding the bogy men and insert the coin in the electric meter. The lights will come on enabling you to see the pitch fork, and after retrieving it, kill the bogy men.
UNEXPANDED VIC 20
SuperBreakout £5·00
munch man £5·00
Scrambler £5·00
GALAXIONS £5·00
GUN FIGHT £5·00
ASTEROYDS £5·00
Cavern Raider £6·00
8 & 16K EXPANDED VIC 20
COSMIC FIREBIRDS £7.95
All our games are available mail order P&P included from the above address. Orders sent by return post.
Also available from all good computer shops.
Distribution, P.C.S. Darwen, CENTRE SOFT West Midlands, TIGER Cheshire, LIGHTNING London, LEISURESOFT Northampton, RR COMPUTER GAMES Barnsley, FIVE D SOFTWARE East Harling. COMPUTER WORLD UK Bolton, FERRANTI & CRAIG LTD Wiltshire, VICSOFT Slough, DRAKE DISTRIBUTION Plymouth

FROM THE SOURCE OF NEW IDEAS

English Software presents 5 original games.

PROGRAMMED HERE IN THE UK

1 JET-BOOT JACK™

Commodore 64, BBC Model B/Acorn Electron, Amstrad CPC464: £7.95 each Cassette

Atari 400/800 and XL Models 32K: £9.95 (Cassette and Disc)

Electron version is FIRST BYTE joystick interface compatible.

2 WitchSwitch

Commodore 64: Cassette

£8.95

3 Legend of the Knucker-Hole

Commodore 64: Cassette (Release Date – December) £9.95

4 Henry's House

starring little HENRY

Commodore 64: Cassette:

£8.95

5 Soldier of Fortune

Commodore 64: Cassette £7.95

ALL COMMODORE 64 CASSETTES ARE SUPPLIED ON PAVLODA ULTRA-FAST LOAD.

JET-BOOT JACK THE REVIEWERS' CHOICE!



"Excellent throughout – a likely chart topper" 100% Rating (5 stars)
PERSONAL COMPUTER NEWS

"Excellent game with beautifully coloured and defined graphics"
WHICH MICRO?

"This game is excellent – Jack looked almost human!"
GAMES COMPUTING

"Arcade standard – should please most addicts" (5 Star Rating)
HOME COMPUTING WEEKLY

"In short, a first rate game"
TV GAMER

"Jet-Boot Jack is a gem!"
COMPUTER AND VIDEO GAMES

"This has to be one of the best, most playable and carefully thought out games for the Atari that I've seen for a while"
PERSONAL COMPUTER NEWS

What more can WE say!?!?!?

PROGRAMMERS WANTED

We're always on the lookout for new programmers. If you can work to the English Software standard of quality, we'll reward you by marketing your programs across Europe and USA! Contact us today.

ENGLISH SOFTWARE™

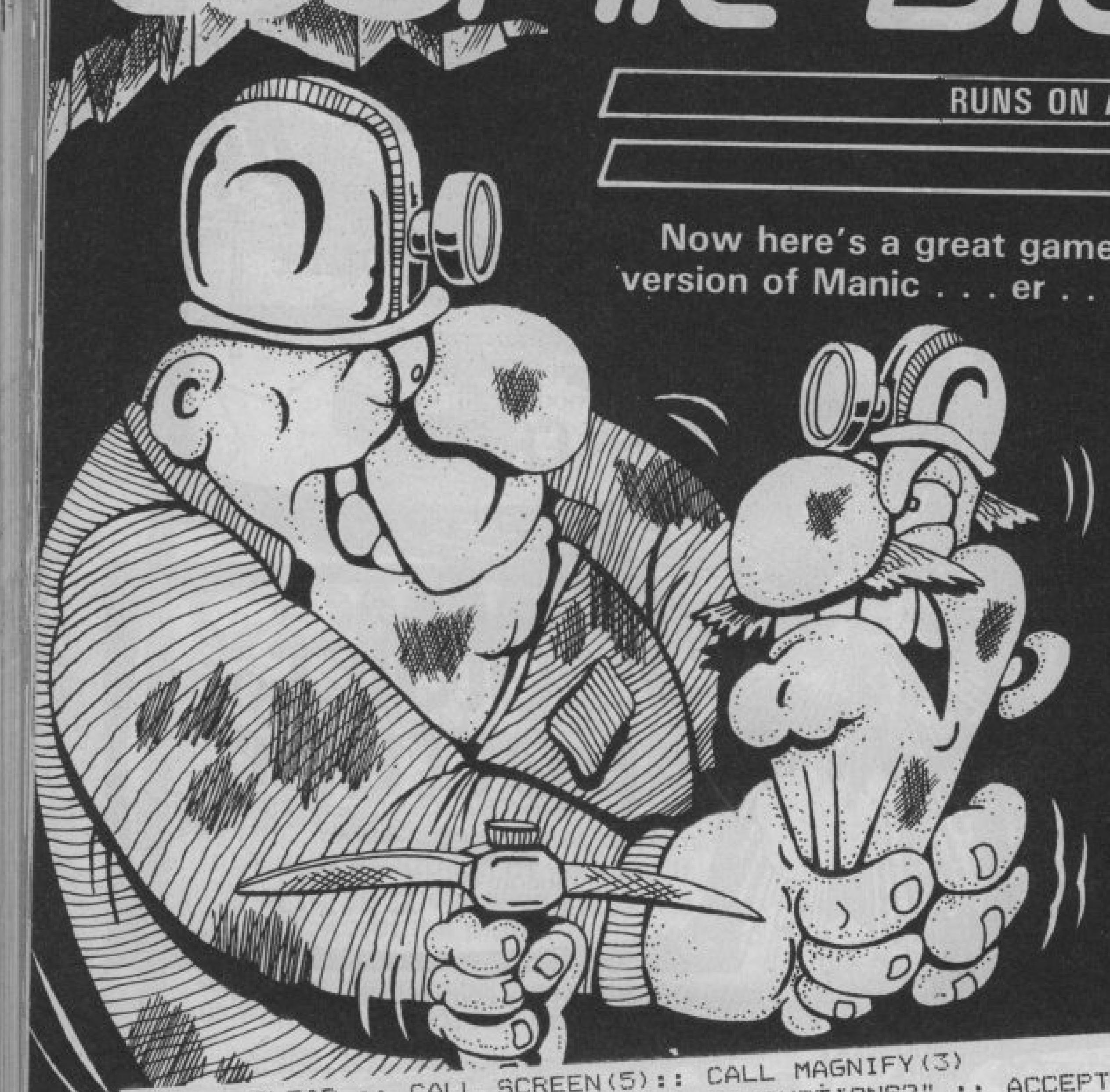
THE POWER OF EXCITEMENT

The English Software Company, Box 43, Manchester M60 3AD
Trade Enquiries Tel: 061 835 1358.

COSMIC DIGGER

RUNS ON A TEXAS WITH EXTENDED BASIC

BY CHRISTOPHER HUSAIN



Now here's a great game for your Texas. It's the best version of Manic . . . er . . . the best climbing game I've ever seen on the machine! You have to guide our hero round the rooms, collecting the keys so that he can go through the door to the next chamber.

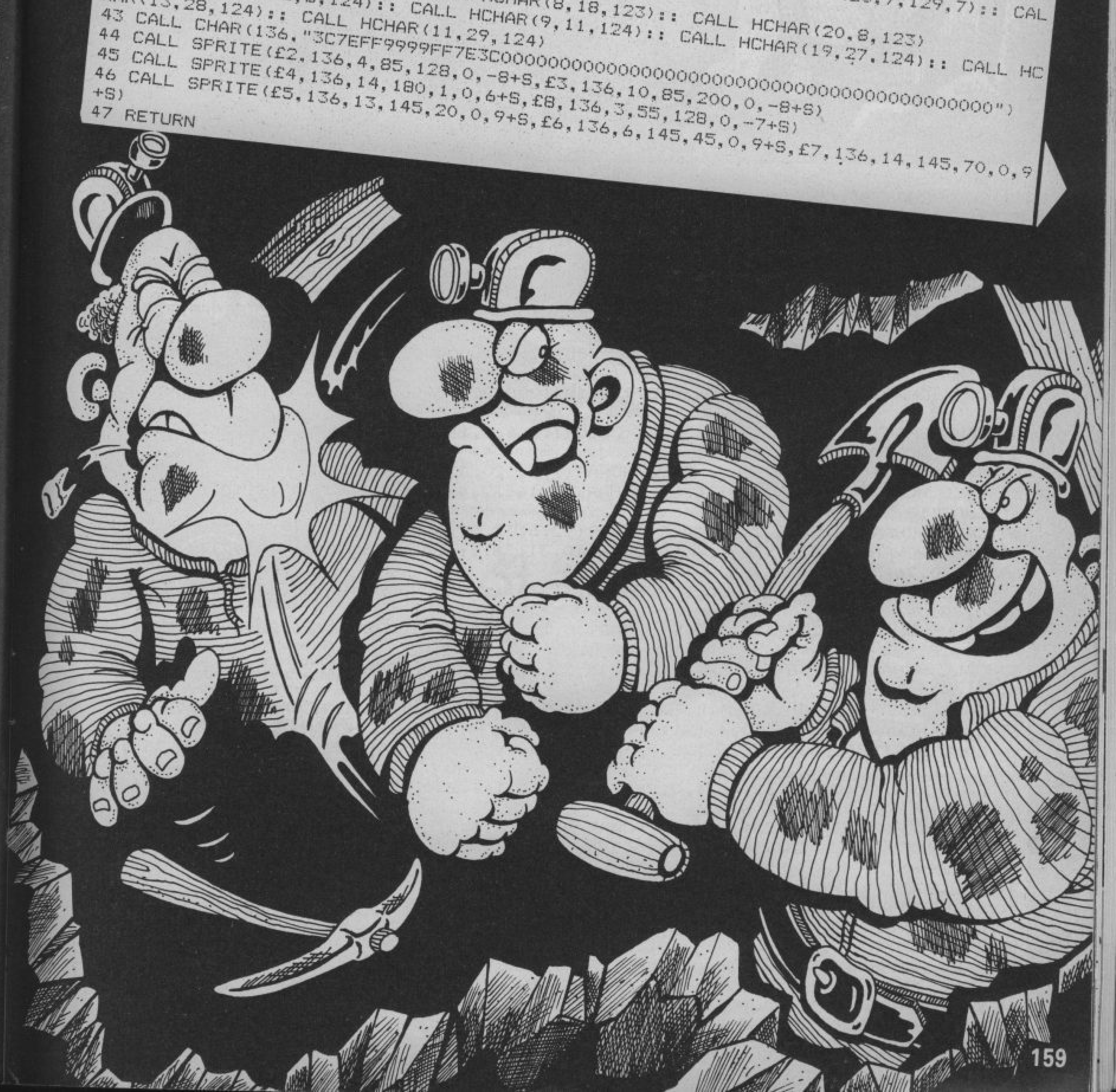
But watch out for the aliens which sweep from side to side.

Use the S and D keys to move left and right. To jump, press the J key. But watch out when you jump, as you won't always reach the same height.

```
1 CALL CLEAR :: CALL SCREEN(5):: CALL MAGNIFY(3)
2 DISPLAY AT(12.1):"DO YOU WANT INSTRUCTIONS?" :: ACCEPT AT(12.26):A$ :: IF SEG$
(A$.1,1)="Y" THEN 142
3 CALL CLEAR :: CALL COLOR(3,2,1,4,2.1)
4 CALL CHAR(96."03070203030307OF0D0D0E0E070303038OC080C0800080C0C0C0C0C080000080
")
5 CALL CHAR(100."03070203030307OF0F1F1F0307060607 80C080C0800080C0C0E06080C0C0C0E
0")
6 CALL CHAR(104."03070203030307OF0F1F1B070F0C0C0E80C080C0800080C0C0E0E0C0E060607
0")
7 CALL CHAR(108."010301030100010303030303010000001C0E040C0C0C0E0F0B0B07070E0C0C0C
0")
8 CALL CHAR(112."0103010301000103030706010303030 7C0E040C0C0C0E0F0F0F8F8C0E06060E
0")
9 CALL CHAR(116."01030103010001030307070307 06060EC0E040C0C0C0E0F0F0F8D8E0F030307
0")
10 CALL CHAR(132."030303031F1F030303030303030F7FFFC0C0C0C0F8F8C0C0C0C0C0C0C0C0F0FE
FF")
11 SCR=1 :: LV=3 :: SC=0 :: KY=0 :: S=0
12 ON SCR GOSUB 32,48,71,87,100
13 RC=96 :: CALL SPRITE(£1,96,10,96,128)
14 IF LV=0 THEN 125
15 DISPLAY AT(2,5)SIZE(7):SC :: DISPLAY AT(2,12)SIZE(3):LV
16 CALL PATTERN(£1,RC):: CALL JOYST(1,A,X):: CALL MOTION(£1,0,A)
17 CALL POSITION(£1,R,C):: CALL GCHAR(R/8+3,C/8+1,G):: IF G=32 THEN VM=1 :: GOTO
 26 ELSE IF G=128 THEN 133
18 IF G=123 THEN CALL HCHAR(R/8+3,C/8+1,120):: GOSUB 123
19 IF G=124 THEN CALL HCHAR(R/8+3,C/8+1,120):: GOSUB 124
20 IF X<>0 THEN 25
21 CALL COINC(ALL,H):: IF H THEN 133
22 RC=RC+A :: IF RC>104 AND A=4 THEN RC=96 ELSE IF RC<108 AND A=-4 THEN RC=116
23 IF KY>=3 THEN 114
24 GOTO 16
```

Illustration: Dorian Cross

```
25 CALL SOUND(-100,300,15):: CALL SOUND(-10,500,15):: VM=-14
26 IF A=-4 THEN CALL PATTERN(£1,116)ELSE CALL PATTERN(£1,104)
27 CALL MOTION(£1,VM,A):: VM=VM+2 :: CALL POSITION(£1,R,C):: CALL GCHAR(R/8+3,C/
8+1,G)
28 IF G=128 THEN 133
29 CALL COINC(ALL,H):: IF H THEN 133
30 IF VM>8 THEN VM=8
31 IF G<>32 AND VM>1 THEN CALL MOTION(£1,0,0):: GOTO 16 ELSE 27
32 REM SCR 1
33 CALL CHAR(120,"AA55AA",121,"FF8181FFFF1818FF",122,"FF3C18",123,"3838080808081
C1C",124,"183C3C18")
34 CALL CHAR(128,"AA55AA55AA55AA55",129,"FF1818FFFF8181FF")
35 CALL COLOR(12,9,1,13,6,12)
36 CALL HCHAR(15,4,120,26):: CALL HCHAR(13,4,120,26):: CALL HCHAR(14,25,121,8)::
 CALL HCHAR(1,1,122,32)
37 CALL HCHAR(14,1,121,3):: CALL HCHAR(13,7,32,2):: CALL HCHAR(15,21,32,2):: CAL
L HCHAR(13,21,32,2):: CALL HCHAR(18,21,120,2)
38 CALL HCHAR(19,25,120,28):: CALL HCHAR(24,1,120,32):: CALL HCHAR(22,27,120,8)
39 CALL HCHAR(11,1,120,16):: CALL HCHAR(11,20,120,12):: CALL HCHAR(9,9,120,6)
40 CALL HCHAR(8,17,120):: CALL VCHAR(1,32,128,48):: CALL HCHAR(23,7,129,7):: CAL
L HCHAR(10,27,129,3)
41 CALL HCHAR(13,26,123):: CALL HCHAR(8,18,123):: CALL HCHAR(20,8,123)
42 CALL HCHAR(15,6,124):: CALL HCHAR(9,11,124):: CALL HCHAR(19,27,124):: CALL HC
HAR(13,28,124):: CALL HCHAR(11,29,124)
43 CALL CHAR(136,"3C7EFF9999FF7E3C000000000000000000000000000000000000000000000000")
44 CALL SPRITE(£2,136,4,85,128,0,-8+S,£3,136,10,85,200,0,-8+S)
45 CALL SPRITE(£4,136,14,180,1,0,6+S,£8,136,3,55,128,0,-7+S)
46 CALL SPRITE(£5,136,13,145,20,0,9+S,£6,136,6,145,45,0,9+S,£7,136,14,145,70,0,9
+S)
47 RETURN
```





```
48 REM SCR 2
49 CALL CHAR(64,"00000000000001070F1F3F7F7FFBFD7F1F3FFFFBF9FFFEFFF0EFFFFFFFFFFFFF
F")
50 CALL CHAR(68,"7F3F1F0F030D1E3F7FFFFF7F3A0F7DFFFFFFFFFFFFFFFFFFFFFFFFF5F0A0E060C
0")
51 CALL CHAR(72,"F8FCFFDF9FFF7FFF0FF7FFFFFFFFFFFF000000000000080E0F0F8FCFEFEDFBFF
E")
52 CALL CHAR(76,"FFFFFFFFFFFFFFFFFFFFF5F0F05070603FEFCF8F0C0B078FCFEFFFFFFF5CF0BEF
F")
53 CALL CHAR(80,"000000061F365B376D573D1F06000000000000000098C6A067E06CC3980000000
0")
54 CALL CHAR(84,"000000001963D5E707671A01000000000000000060F8DC76DA76DA7CD86000000
0")
55 CALL CHAR(120,"CC33CC"):: CALL COLOR(12,6,1,13,13,14,5,11,1,6,11,1)
56 CALL HCHAR(1,1,122,32)
57 FOR I=24 TO 8 STEP -3 :: CALL HCHAR(I,1,120,32):: NEXT I
58 CALL HCHAR(9,1,32,11):: CALL HCHAR(12,16,32,4):: CALL HCHAR(15,18,32,4):: CAL
L HCHAR(18,20,32,4)
59 CALL HCHAR(15,5,32,2):: CALL HCHAR(12,6,32,2):: CALL HCHAR(21,4,32,1)
60 CALL HCHAR(11,31,79):: CALL HCHAR(10,31,78):: CALL HCHAR(11,30,77):: CALL HCH
AR(10,30,76)
61 CALL HCHAR(9,31,75):: CALL HCHAR(8,31,74):: CALL HCHAR(9,30,73):: CALL HCHAR(
8,30,72)
62 CALL HCHAR(11,29,71):: CALL HCHAR(10,29,70):: CALL HCHAR(11,28,69):: CALL HCH
AR(10,28,68)
63 CALL HCHAR(9,29,67):: CALL HCHAR(8,29,66):: CALL HCHAR(9,28,65):: CALL HCHAR(
8,28,64)
64 CALL HCHAR(23,20,129,8):: CALL HCHAR(21,20,32,2):: CALL HCHAR(24,5,124,5)
65 CALL HCHAR(24,19,123):: CALL HCHAR(12,27,123):: CALL HCHAR(7,24,123)
66 CALL SPRITE(£2,80,12,72,128,0,-8+S,£3,84,12,96,250,0,8+S,£4,80,12,120,199,0,-
7+S)
67 CALL SPRITE(£5,84,12,48,1,0,9+S,£6,84,12,144,220,0,8+S,£7,84,12,168,2,0,6+S)
68 CALL VCHAR(1,32,128,48)
69 CALL HCHAR(12,15,124):: CALL HCHAR(21,28,124,2):: CALL HCHAR(9,24,124):: CALL
 HCHAR(9,3,124):: CALL HCHAR(12,3,124):: CALL HCHAR(15,3,124)
70 RETURN
71 REM SCR 3
72 CALL HCHAR(1,1,122,32)
73 CALL CHAR(120,"FF81FF"):: CALL COLOR(12,15,1,13,3,14,14,10,1)
74 CALL HCHAR(10,1,120,32):: CALL HCHAR(24,1,120,32)
75 CALL HCHAR(13,7,120,8):: CALL HCHAR(14,20,120,2)
76 CALL HCHAR(16,14,120,2):: CALL HCHAR(18,7,120,8):: CALL HCHAR(15,17,120,2)
77 CALL HCHAR(21,9,120,8):: CALL HCHAR(17,17,120,5)
78 CALL HCHAR(19,25,123):: CALL HCHAR(21,2,123):: CALL HCHAR(7,28,123)
```


Triple
GOLD
A TRIO OF AMERICAN HITS
FLAK
THE ULTIMATE FLIGHT EXPERIENCE
U.S. GOLD All American Software
Put yourself in the Pilot's seat of an advanced AGX hypersonic fighter! You'll fly in low over awe inspiring scenery whose beauty might just be your end. Guarding the approach to the fortress is an endless array of computer controlled flak batteries. You fire, evade, fire again . . . Can you take it? Will you survive the FLAK?
ATARI 64
DISK £14.95
Mystic Mansion
SNOKIE
U.S. GOLD All American Software
When you help Snokie rescue his girlfriend Cara the action really starts! Cara, held captive by the Grodies, needs to be rescued now! It won't be easy. Snokie will face all the natural perils of the arctic, including snow boulders, glacier crevasses, moving ice blocks and falling icicles. Also there are ice lasers and cold rays installed by the Grodies. Take the challenge!
ATARI 64
CASSETTE £9.95
DISK £12.95
U.S. GOLD All American Software
Explore the evil and mysterious mansion's 60 rooms, and race against time to collect the 40 treasures it hides. You'll need quick thinking and an analytical mind in this unique game that blends all the excitement of arcade and adventure games in one challenge.
64
CASSETTE £8.95
DISK £12.95
Scheduled Release Date: August
THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD
U.S. Gold is stocked by all leading computer stores including:
BOOTS WHSMITH JOHNMENZIES WILDINGS
DEALERS! For information on how to become a U.S. Gold Stockist write to: CentreSoft Ltd., Unit 24, Tipton Trading Estate, Bloomfield Road, Tipton, West Midlands DY4 9AH Telephone: 021-520 7591. Telex: 337268.
Overseas enquiries welcome.
U.S. GOLD
All American Software


ANIROG
ZAGA
MISSION
This diagonally scrolling maze game features superb 3D graphics brilliant sound effects and requires 100% concentration to successfully manoeuvre your helicopter through unknown hazards in order to complete Zaga Mission and live to play another day — Commodore 64 — £7.95
Also available on Disk at £9.95
TRADE ENQUIRIES: ANIROG SOFTWARE LTD. 29 WEST HILL DARTFORD KENT (0322) 92513/8
MAIL ORDER: 8 HIGH STREET HORLEY SURREY 24 HOUR CREDIT CARD SALES HORLEY (02934) 6083
PAYMENT BY CHEQUE P.O. ACCESS/VISA 50p POSTAGE & PACKAGING

NOT FOR PEOPLE WITH HIGH BLOOD PRESSURE!

Watch out for them—these four new games could be dangerous to your health. And, as they're from A'n'F, they're second to none, calling for a level of skill that's bound to set the adrenalin racing.



SPECTRUM 48k CYLON ATTACK—Now with better than ever isometric perspective graphics (3D). **£5.75**

BBC 32k SNARL-UP—Sheer bumper to bumper frustration and only five chances to hit the fast lane. **£6.90**

COMMODORE 64 GUMSHOE—One bleepin' obstacle after another stops you reaching a girl who needs you—desperately. **£7.90**

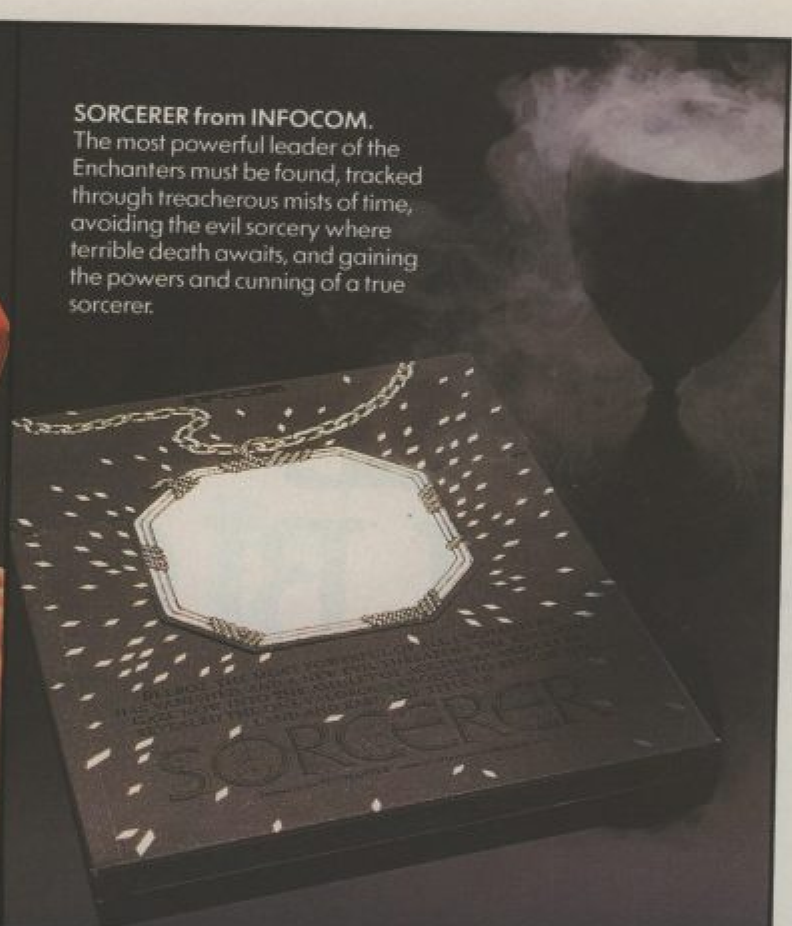
SPECTRUM 48k ALPHA-BETH—The brain teaser that makes it doubly difficult for you to give the right answer. **£5.75**



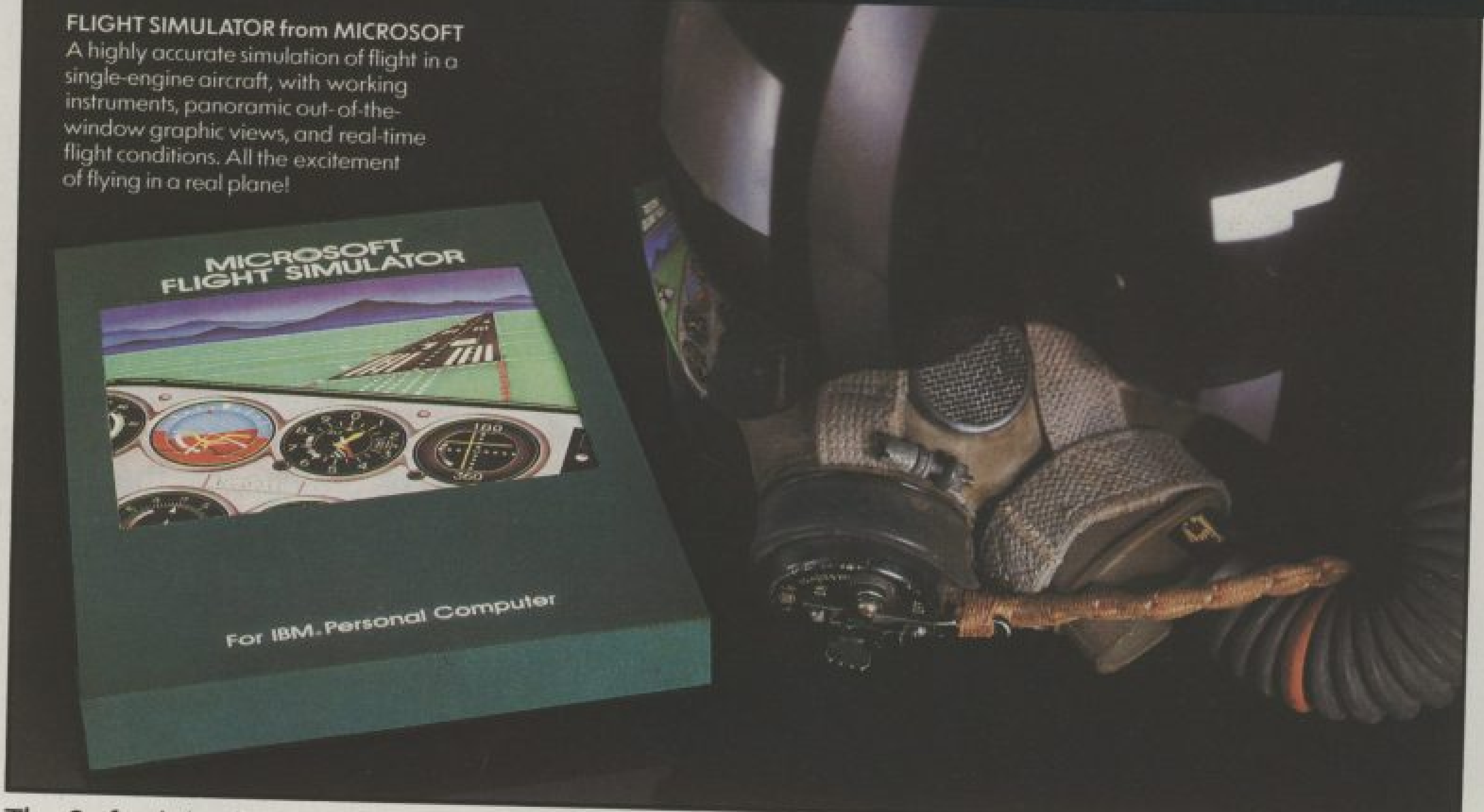
NULLI SECUNDUS

A&F Software, Unit 8, Canal Side Industrial Estate, Woodbine Street East, Rochdale, Lancs OL16 5LB.
Telephone: 0706 341111





THE ENTERTAINERS



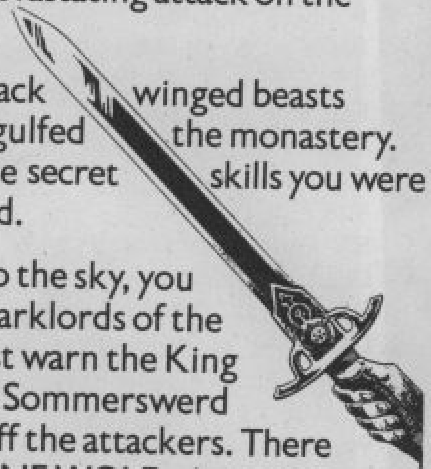
```
79 FOR I=5 TO 30 STEP 5 :: CALL HCHAR(24.I,124):: NEXT I
80 CALL HCHAR(10,6,124,3):: CALL HCHAR(15,12,124):: CALL HCHAR(21,12,124.2):: CA
LL HCHAR(20.22,124)
81 CALL CHAR(64."020B1A3F1F0F0000000000000000000009050A4FCF8F0000000000000000")
82 CALL SPRITE(£3,80,12,110,10,0,-8+S,£4,84,12,130,230,0,8+S)
83 CALL SPRITE(£5.64,6,179,60,0,4+S,£6,64,6,179,180,0,4+S)
84 CALL SPRITE(£7,64,6,67,60,0,-4+S,£8,64,6,67,120,0,-4+S)
85 CALL VCHAR(1.32,128,48)
86 RETURN
87 REM SCR 4
88 CALL CHAR(120."FFFFFFFFFFFF"):: CALL COLOR(12,11,1,13,12,6)
89 CALL CHAR(136."030F172B577FF9F7F5F9FFFFFDFA7F3FC0F0F8FCFEFE9FEFAF9FFFFFBF5EFE
FC")
90 CALL HCHAR(1,1,122,32):: CALL HCHAR(24,1,128,32):: CALL HCHAR(23,1,120,32)::
CALL HCHAR(20,1,120,6)
91 CALL HCHAR(20.26,120,6):: CALL HCHAR(19.7,120,6):: CALL HCHAR(19.20.120.6)
92 CALL HCHAR(16,9,120,17):: CALL HCHAR(13,1,120,6):: CALL HCHAR(13,26,120,6)::
CALL HCHAR(10,7,120,20)
93 CALL VCHAR(8,19,128,16):: CALL VCHAR(8,15,128,3):: CALL VCHAR(19,12,128,4)::
CALL HCHAR(10,14,128)
94 CALL HCHAR(10,20,128):: CALL HCHAR(16,20,128):: CALL HCHAR(19.20,128):: CALL
HCHAR(19,11,128)
95 CALL HCHAR(23,3,123):: CALL HCHAR(23,20,123):: CALL HCHAR(13,21,123):: CALL V
CHAR(1,32,128,48)
96 CALL HCHAR(20,4,124):: CALL HCHAR(23,17,124,2):: CALL HCHAR(19,23,124)
97 CALL HCHAR(20,28,124):: CALL HCHAR(23,26,124,2):: CALL HCHAR(13,28,124)
98 CALL SPRITE(£2,136,3,80,250,0,-12+S,£3,136,14,128,3,0,-10+S,£4,136,16,160,128
,0,9+S)
99 RETURN
100 REM SCR 5
101 CALL CHAR(120,"AAAA5555AAAA5555"):: CALL COLOR(12.8,1,13,14,12)
102 CALL HCHAR(1,1,122,32):: CALL HCHAR(24,1,128,32):: CALL HCHAR(23,1,120.32)::
 CALL HCHAR(15,9,120,15)
103 CALL VCHAR(10,8,128,6):: CALL VCHAR(9.24,128,6):: CALL HCHAR(12.12,120,9)::
CALL HCHAR(9,3,120,16):: CALL HCHAR(8,19,120,14)
104 CALL HCHAR(12,2,120,3):: CALL HCHAR(16,5,120,3):: CALL HCHAR(19,2,120,3):: C
ALL HCHAR(20,18,120,8)
105 CALL HCHAR(6,1,128,8):: CALL VCHAR(7.12,128,3):: CALL VCHAR(6,21,128,3):: CA
LL VCHAR(6,25,128,3)
106 CALL VCHAR(21,18,128,3):: CALL VCHAR(15,11,128,6):: CALL VCHAR(21,8,128,3)
```





BECOME LONE WOLF...

... sole survivor of a devastating attack on the monastery of Kai.



A great cloud of black winged beasts has swept down and engulfed the monastery. All the Kai Lords, whose secret skills you were learning, have been killed.

Raising your face to the sky, you swear revenge on the Darklords of the West. But first, you must warn the King of the invasion, retrieve Sommerswerd and then use it to beat off the attackers. There are now two exciting LONE WOLF adventure games. Each one requires you to assume the mantle of Lone Wolf, make all his decisions for him, and actually fight his combats move by move. You really are Lone Wolf.

You are going on a journey, a quest. You create your own adventures, choose your own tactics and make your own decisions.

You swear

THE LESSONS OF COMBAT AND ENDURANCE

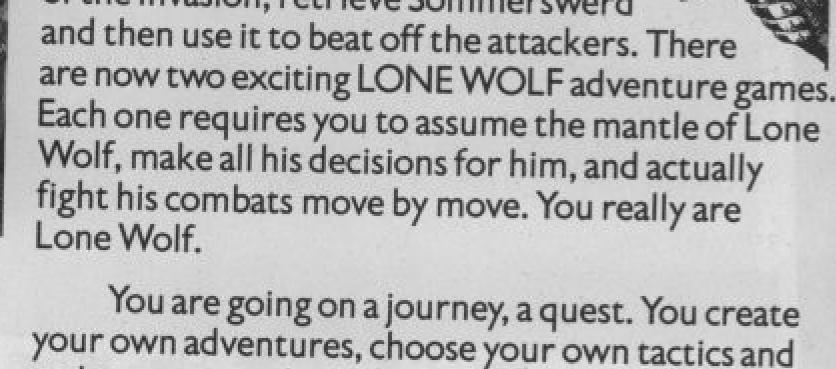
When you were training with the Kai Lords, you acquired many secret skills and disciplines. Now, you may need to use them. You may need to improve some, and disregard others.

"Combat Skills" may be needed to defeat the enemies you encounter on your way to reaching the beleaguered King, and whilst saving your country. You will need "Endurance" to survive. Each decision you make can alter the course of your adventure. So choose wisely, for you will often be totally surprised by the effect your choice may have on your survival.



THE SURVIVAL DISCIPLINES

Over the centuries, the Kai Lords had mastered the skills of the warrior. As you proceed through your adventure you may find that you are becoming more and more proficient. If you, too, have mastered these skills they may save your life!



You can learn how to hide undetected amongst rocks and trees of the countryside. In a city, you can look and sound like a native which may help you to find shelter.

Learn how to communicate with animals and move objects by sheer concentration alone.

You can develop a "Sixth Sense" that warns you of imminent danger. It may also reveal the true nature of a stranger.

"Tracking" may help you choose the right path and decipher prints or tracks of creatures in the wild.



The discipline of "Healing" can restore your "Endurance" after being wounded in combat.

THE "COMBAT" SKILLS

When you entered the Kai monastery you were taught to fight with daggers, spears, warhammers, axes and swords.

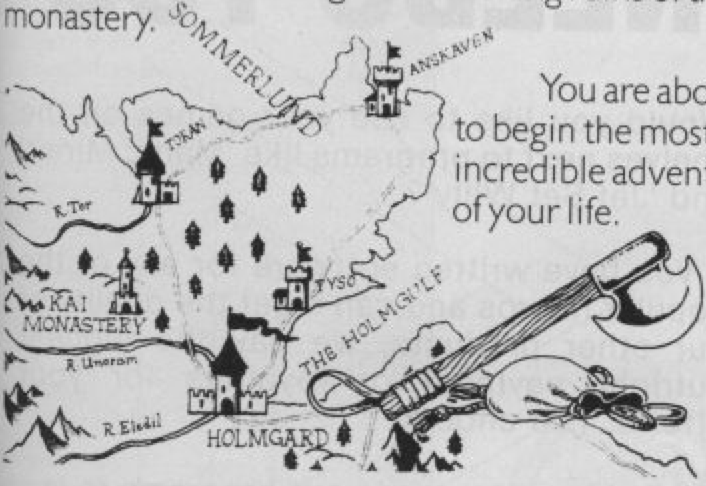
The evil Darklords, though, have the ability to attack using "Mindforce". Lone Wolf can learn the discipline of "Mindshield" and also "Mindblast", the old Kai Lord's ability to fight using the forces of the mind alone. You, Lone Wolf, control the combat, you decide whether to fight or not, and you alone can manipulate the moves.

THE EQUIPMENT TO SURVIVE

You set out with just an axe, a leather pouch of gold crowns and a map of Sommerlund which you

revenge

have discovered amongst the smoking ruins of the monastery.



You are about to begin the most incredible adventure of your life.

WE CHALLENGE YOU TO DEFEAT THE DARKLORDS IN THE LASTLANDS

LONE WOLF

Available from leading software stores.
Dealer enquiries to Nick Ford, Arrow Publications, 17-21 Conway Street, London W1P 6JD. Tel: 01-387 2811.

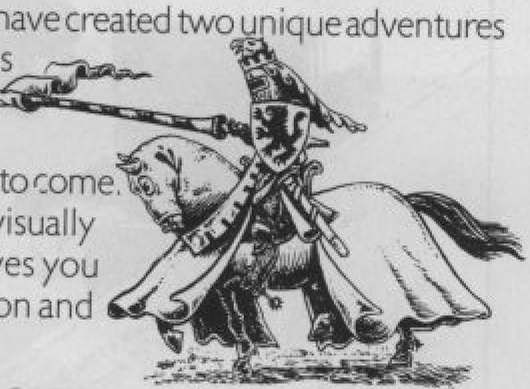
THE LONE WOLF ADVENTURES

The creators of LONE WOLF are Joe Dever and Gary Chalk. In 1982, Joe won the Advanced "Dungeons and Dragons" Championship in America.



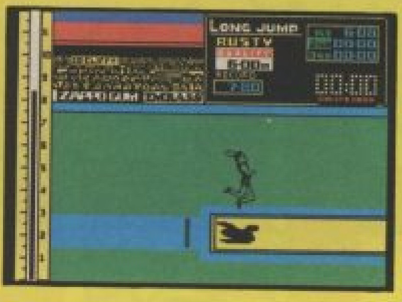
Gary has had 17 years experience of war games, and is the originator of the highly successful "Cry Havoc" and "Starship Captain".

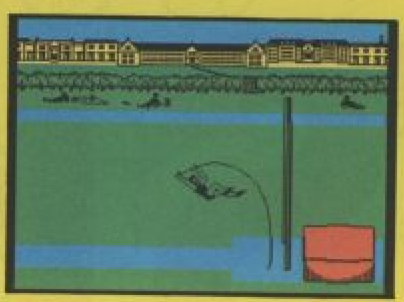
Together they have created two unique adventures combining the skills of mental and physical dexterity. And there are more to come. The presentation is visually exciting, and involves you totally in every action and reaction.



Discover the LONE WOLF adventures "Flight From the Dark" and "Fire on the Water". Now, available individually in a special gift box, including a cassette and illustrated book for £8.95. (Software only £6.95 each.)









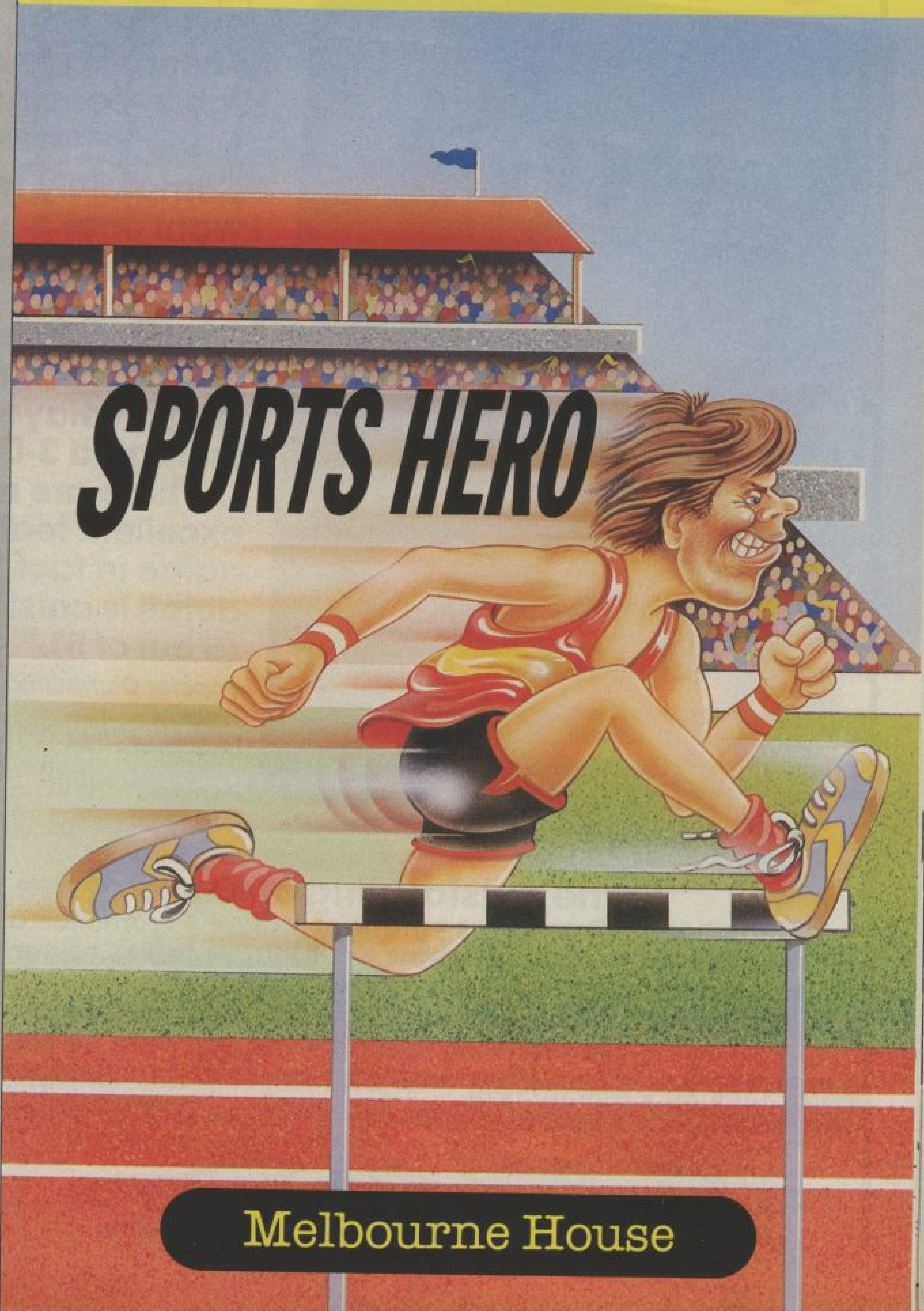
Work your way through the most challenging track and field events. As you gain experience and confidence you begin to excel in the four exciting events: 100 metre sprint, 110 metre hurdles, long jump and pole vault.

Here's your chance to be part of the winning team. Pit yourself against the clock and beat the record.

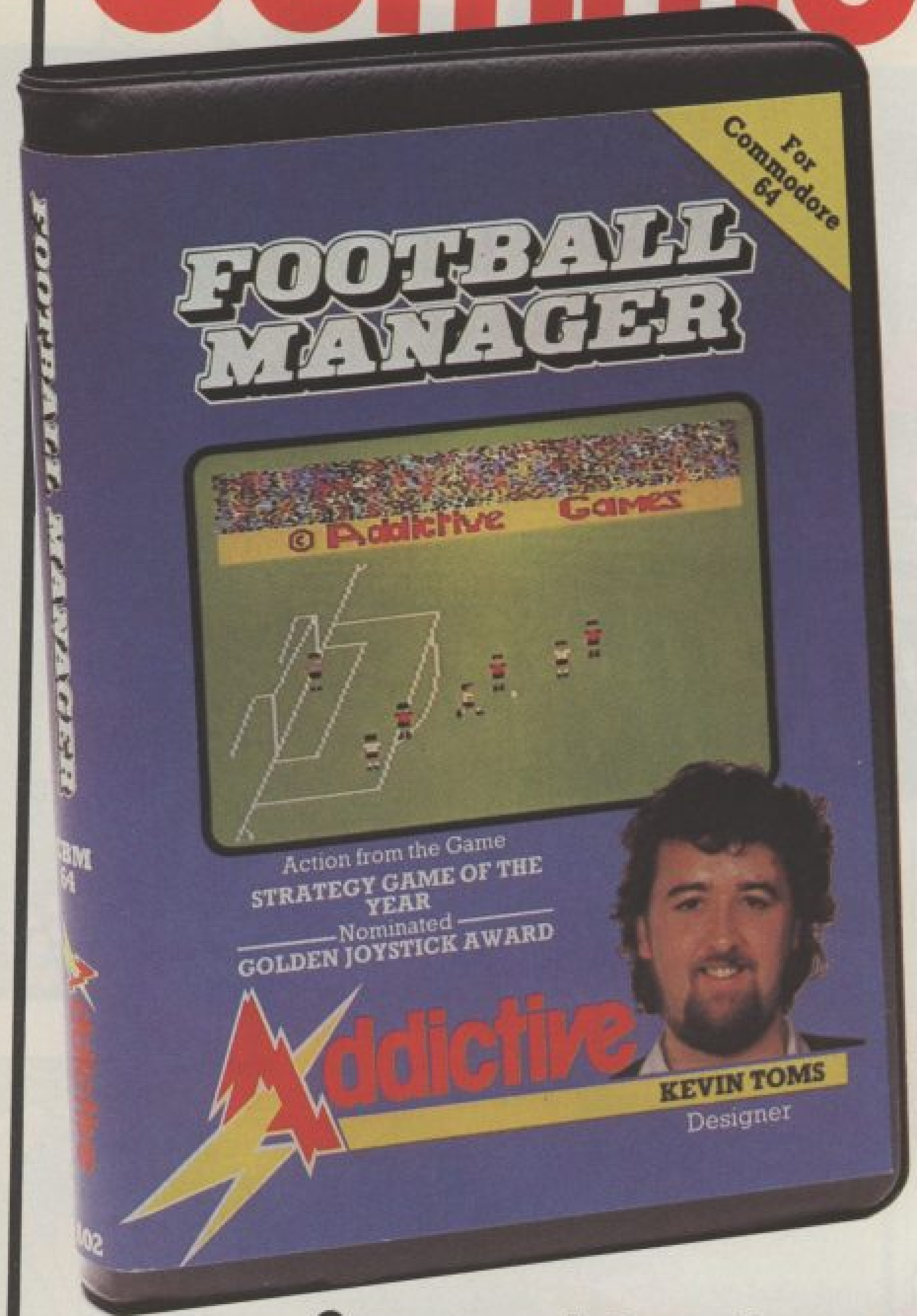
Sports Hero includes:

- ★ Multi level competition
- ★ Spectacular graphics
- ★ Smooth animation
- ★ Real time action

Can you surpass your personal best!



IT'S HERE! FOR THE Commodore 64



"Absorbing and realistic – Highly recommended"
– Sunday Times, February 1984

"Completely fantastic – I want one!"
– Charlie Nicholas, Arsenal striker in Big K, April 1984

"Having chosen your players the match highlights are then displayed in very good animated 3-D Graphics. . . . There are many other excellent features in this game in fact the attention to detail is outstanding (5 out of 5)."
Popular Computing Weekly – 16 August 1984

£7·95

Some outstanding features of the game

• Matches in 3D graphics • Transfer market • Promotion and relegation • F.A. Cup matches • Injury problems • Full league tables • Four Divisions • Pick your own team for each match • As many seasons as you like • Managerial rating • 7 skill levels • Save game facility • Financial manipulations • 4 divisions and customising feature • You can even be sacked!

Available from computer software stockists nationwide, including Boots & WHSMITH John Menzies

Prices: BBC Model B £7·95
Spectrum 48K £6·95
ZX81 16K £5·95
(N.B. 3D GRAPHICS ARE NOT INCLUDED IN THE ZX81 VERSION)
Overseas orders add £1·50

To order by mail (p&p free) send cheques or postal orders to:

Addictive Games

7A Richmond Hill, BOURNEMOUTH, BH2 6HE

ALSO FOR BBC 32K SPECTRUM 48K & ZX81 16K



Kat Trax

Iain Strichen thought that he would choose an old theme for a computer game — Snake — and rewrite the game to make it acceptable at a time when games like Atic Atac and Jet Set Willy are the norm.

Well, we at C&VG certainly think that Iain has breathed new life into a classic game — and we're sure you'll agree!

The aim of Kat Trax is to eat as much fruit as possible without running into the rocks, the wall or your own tail.

Every time you eat some fruit, your length will increase by one segment, so it becomes increasingly difficult to avoid your tail as the game progresses.

You use the 1,Z,0,9 keys to move the caterpillar across the screen.

Illustration: Terry Rogers

BY IAIN STRICHEN

RUNS ON A SPECTRUM IN 16K

```
 100 CLEAR 32500: PAPER 6: BRIGH
T 1: CLS
 101 DIM d$(10,15): DIM d(10,1)
 102 FOR p=1 TO 10: LET d$(p,1 T
O 15)="...............": LET d(p
,1)=0: NEXT p
 105 GO SUB 9000
 110 GO SUB 200
 120 IF PEEK USR "a"=0 THEN GO S
UB 3000
 125 PRINT #0;"Press to continue
": PAUSE 0: CLS
 130 GO SUB 8000
 140 GO SUB 7200
 150 GO SUB 1000
 160 GO SUB 7000
 170 GO TO 1015
 199 REM
 200 REM Machine Code
 210 RESTORE 210: FOR z=32500 TO
 32515
 220 READ a: POKE z,a: NEXT z
 230 DATA 6,10,33,17,127,126,35,
35,119,43,43,43,5,32,246,201
 240 FOR a=32520 TO 32590: POKE
a,0: NEXT a
 250 RETURN
1005 LET y=INT (RND*18)+2: LET y
2=y
1007 LET x=25
1010 LET inc=-1: FOR f=32520 TO
peek+1 STEP 2: LET inc=inc+1: PO
KE f,y: POKE (f+1),(x+inc): NEXT
 f
1014 PRINT INK 1;AT y,x;"EGGGGG"
: RETURN
1015 PAUSE 0:
1017 LET a=0: LET b=-1
1020 GO TO 1024
```

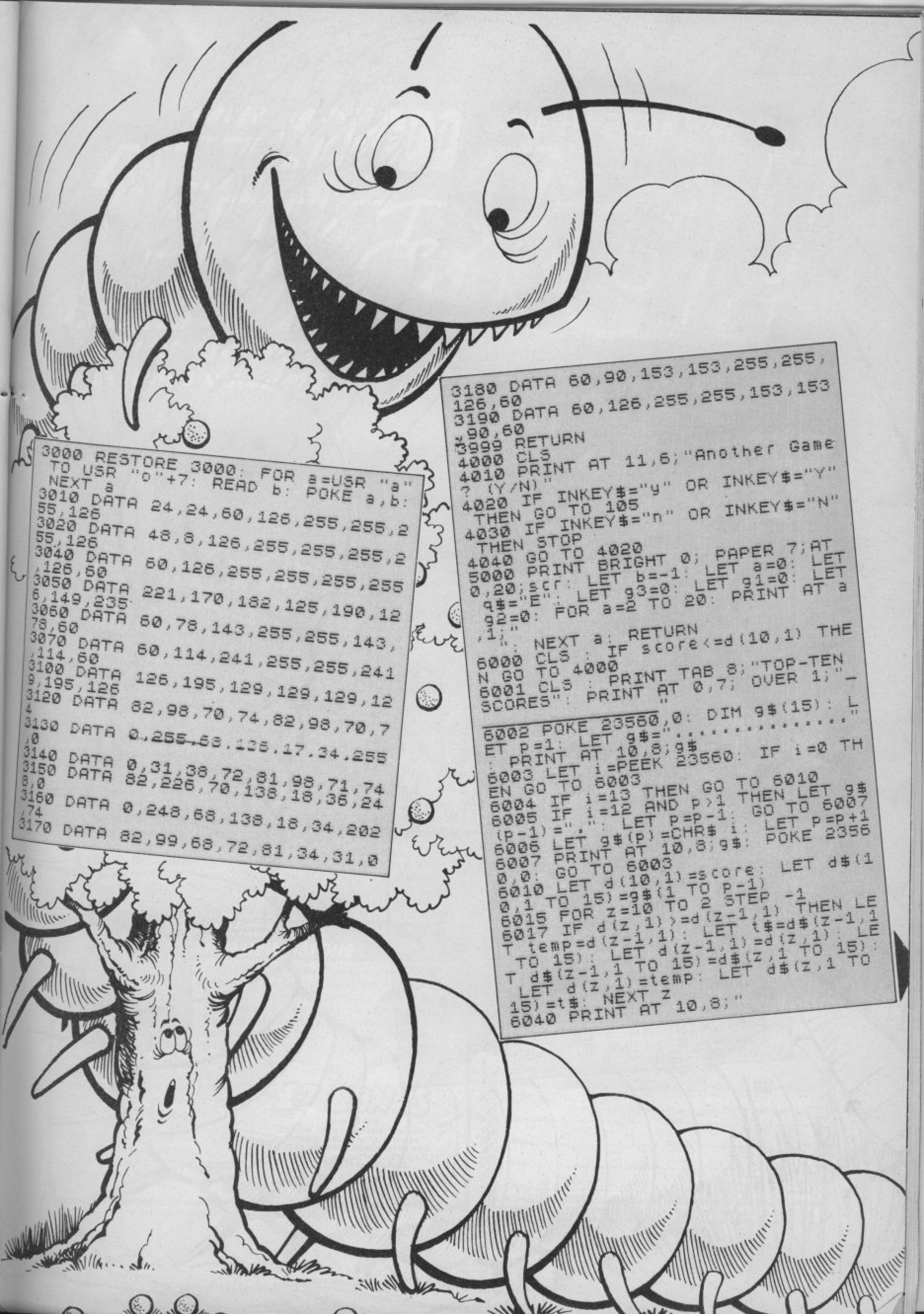


```
1022 LET y=y+a: LET x=x+b: LET g
=ATTR (y,x): IF g<>112 THEN GO T
O 2000
1024 PRINT INK 1;AT y,x;q$;AT PE
EK 32520,PEEK 32521;"G"; INK 0;:
 IF PEEK peek<21 AND PEEK (peek+
1)<31 THEN PRINT INK 0;AT PEEK p
eek,PEEK (peek+1);" ";
1025 LET k=USR 32500: POKE 32520
,y: POKE 32521,x
1030 LET i$=INKEY$: LET i=CODE i
$: IF i<>57 AND i<>122 AND i<>49
 AND i<>48 THEN GO TO 1022
1040 IF i=57 AND (b<>-1 AND a<>0
) THEN LET q$="E": LET a=0: LET
b=-1: GO TO 1022
1050 IF i=122 AND (a<>1 AND b<>0
) THEN LET a=1: LET b=0: LET q$=
"O": GO TO 1022
1060 IF i=49 AND (a<>-1 AND b<>0
) THEN LET q$="N": LET a=-1: LET
 b=0: GO TO 1022
1070 IF i=48 AND (a<>0 AND b<>1)
 THEN LET q$="F": LET a=0: LET b
=1: GO TO 1022
1200 GO TO 1022
2000 IF g=116 THEN BEEP 0.05,0:
LET g2=g2+1: LET score=score+500
2010 IF g=117 THEN BEEP .05,12:
LET g1=g1+1: LET score=score+INT
 (RND*30)+30
2020 IF g=114 THEN BEEP .05,-12:
 LET g3=g3+1: LET score=score+IN
T (RND*10)+10
```

```
2040 IF g=70 OR g=115 OR g=113 T
HEN GO TO 2500
2045 IF peek<32597 THEN LET peek
=peek+2: POKE 32501,((PEEK 32501
)+2): POKE 32503,((PEEK 32503)+2
): POKE peek,PEEK (peek-2): POKE
 (peek+1),PEEK (peek-1)
2050 PRINT BRIGHT 0; PAPER 7;AT
0,6;score
2060 IF f1=g1 AND f2=g2 AND f3=g
3 THEN LET z=z+2: LET scr=scr+1:
 GO SUB 5000: GO SUB 1000: GO SU
B 7000: GO TO 1015
2070 GO TO 1023
2500 FOR r=12 TO -12 STEP -2: BE
EP 0.05,r: NEXT r
2501 LET lives=lives-1
2502 PRINT BRIGHT 0; PAPER 7;AT
0,31;lives
2503 IF lives=0 THEN PRINT AT 10
,11;"End Of Game": FOR j=1 TO 20
0: NEXT j: PAUSE 0: GO SUB 6000
2510 FOR r=32520 TO peek+1 STEP
2: IF PEEK r<21 AND PEEK (r+1)<3
1 THEN PRINT AT PEEK r,PEEK (r+1
);" ": NEXT r
2520 LET y=y2: LET x=25
2530 PRINT AT y,x;"EGGGGG": LET
inc=0: FOR f=32520 TO peek+1 STE
P 2: LET inc=inc+1: POKE f,y: PO
KE (f+1),(x+inc): NEXT f:
2535 LET b=-1: LET a=0: LET q$="
E"
2537 FOR i=1 TO 100: NEXT i
2540 GO TO 1023
```

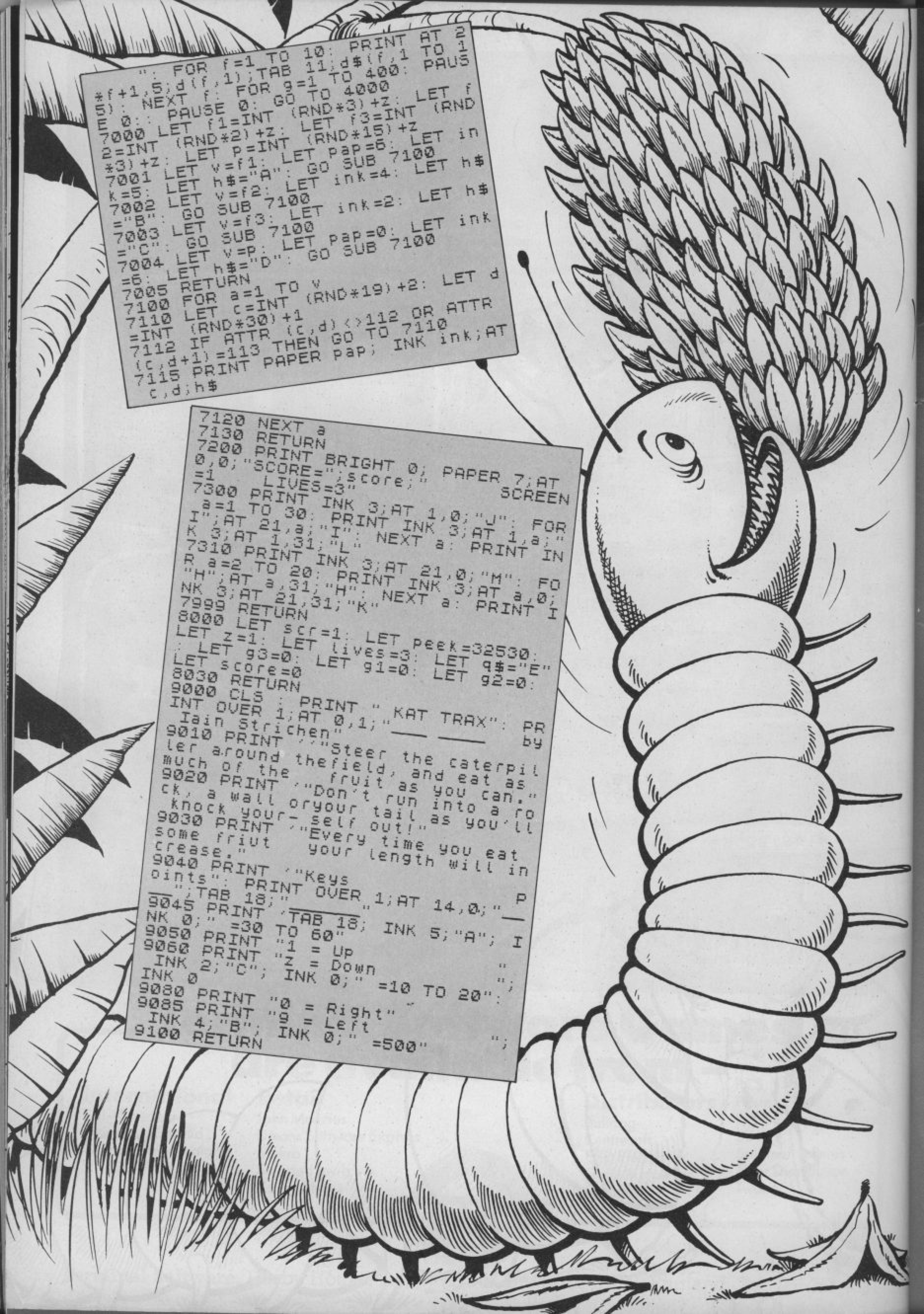


LAZY JONES
A new games concept for the CBM 64
Play LAZY JONES and become the laziest and most skilled shirker in the Hotel business. Your hotel has 18 rooms most of which have their own computer game. You must play LAZY JONES, playing each game, but avoid being caught by the irate manager. Each game in the Hotel is displayed on a split screen and is the first TERMINAL SOFTWARE game to incorporate its own fast loader – Termiload. RRP £7.95
LAZY JONES
SCORE 000000 LIVES 5 HI 000000
ROM RAM
SCORE 010 TIME 8766
ANOTHER WINNER FROM
TERMINAL
SCORE 000
SCORE 000 TIME 9867
SCORE 000 TIME 7233
STARDUST
SCOOT
WILD WAFERS
99 RED BALLOONS



```
3000 RESTORE 3000: FOR a=USR "a"
 TO USR "o"+7: READ b: POKE a,b:
 NEXT a
3010 DATA 24,24,60,126,255,255,2
55,126
3020 DATA 48,8,126,255,255,255,2
55,126
3040 DATA 60,126,255,255,255,255
,126,60
3050 DATA 221,170,182,125,190,12
6,149,235
3060 DATA 60,78,143,255,255,143,
78,60
3070 DATA 60,114,241,255,255,241
,114,60
3100 DATA 126,195,129,129,129,12
9,195,126
3120 DATA 82,98,70,74,82,98,70,7
4
3130 DATA 0,255,68,126,17,34,255
,0
3140 DATA 0,31,38,72,81,98,71,74
3150 DATA 82,226,70,138,18,36,24
8,0
3160 DATA 0,248,68,138,18,34,202
,74
3170 DATA 82,99,68,72,81,34,31,0
```

```
3180 DATA 60,90,153,153,255,255,
126,60
3190 DATA 60,126,255,255,153,153
,90,60
3999 RETURN
4000 CLS
4010 PRINT AT 11,6;"Another Game
? (Y/N)"
4020 IF INKEY$="y" OR INKEY$="Y"
 THEN GO TO 105
4030 IF INKEY$="n" OR INKEY$="N"
 THEN STOP
4040 GO TO 4020
5000 PRINT BRIGHT 0; PAPER 7;AT
0,20;scr: LET b=-1: LET a=0: LET
 q$="E": LET g3=0: LET g1=0: LET
 g2=0: FOR a=2 TO 20: PRINT AT a
,1;"  ": NEXT a: RETURN
6000 CLS : IF score<=d(10,1) THE
N GO TO 4000
6001 CLS : PRINT TAB 8;"TOP-TEN
SCORES": PRINT AT 0,7; OVER 1;"_
_______________"
6002 POKE 23560,0: DIM g$(15): L
ET p=1: LET g$="..............."
: PRINT AT 10,8;g$
6003 LET i=PEEK 23560: IF i=0 TH
EN GO TO 6003
6004 IF i=13 THEN GO TO 6010
6005 IF i=12 AND p>1 THEN LET g$
(p-1)=".": LET p=p-1: GO TO 6007
6006 LET g$(p)=CHR$ i: LET p=p+1
6007 PRINT AT 10,8;g$: POKE 2356
0,0: GO TO 6003
6010 LET d(10,1)=score: LET d$(1
0,1 TO 15)=g$(1 TO p-1)
6015 FOR z=10 TO 2 STEP -1
6017 IF d(z,1)>=d(z-1,1) THEN LE
T temp=d(z-1,1): LET t$=d$(z-1,1
 TO 15): LET d(z-1,1)=d(z,1): LE
T d$(z-1,1 TO 15)=d$(z,1 TO 15):
 LET d(z,1)=temp: LET d$(z,1 TO
15)=t$: NEXT z
6040 PRINT AT 10,8;"
```



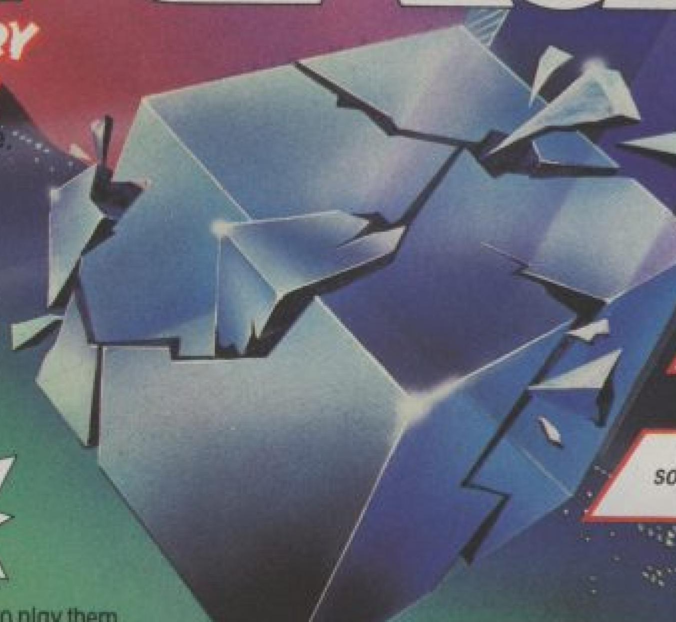
```
   ": FOR f=1 TO 10: PRINT AT 2
*f+1,5;d(f,1);TAB 11;d$(f,1 TO 1
5): NEXT f: FOR g=1 TO 400: PAUS
E 0:: PAUSE 0: GO TO 4000
7000 LET f1=INT (RND*3)+z: LET f
2=INT (RND*2)+z: LET f3=INT (RND
*3)+z: LET p=INT (RND*15)+z
7001 LET v=f1: LET pap=6: LET in
k=5: LET h$="A": GO SUB 7100
7002 LET v=f2: LET ink=4: LET h$
="B": GO SUB 7100
7003 LET v=f3: LET ink=2: LET h$
="C": GO SUB 7100
7004 LET v=p: LET pap=0: LET ink
=6: LET h$="D": GO SUB 7100
7005 RETURN
7100 FOR a=1 TO v
7110 LET c=INT (RND*19)+2: LET d
=INT (RND*30)+1
7112 IF ATTR (c,d)<>112 OR ATTR
(c,d+1)=113 THEN GO TO 7110
7115 PRINT PAPER pap; INK ink;AT
 c,d;h$
```

```
7120 NEXT a
7130 RETURN
7200 PRINT BRIGHT 0; PAPER 7;AT
0,0;"SCORE=";score;"      SCREEN
=1     LIVES=3"
7300 PRINT INK 3;AT 1,0;"J": FOR
 a=1 TO 30: PRINT INK 3;AT 1,a;"
I";AT 21,a;"I": NEXT a: PRINT IN
K 3;AT 1,31;"L"
7310 PRINT INK 3;AT 21,0;"M": FO
R a=2 TO 20: PRINT INK 3;AT a,0;
"H";AT a,31;"H": NEXT a: PRINT I
NK 3;AT 21,31;"K"
7999 RETURN
8000 LET scr=1: LET peek=32530:
LET z=1: LET lives=3: LET q$="E"
: LET g3=0: LET g1=0: LET g2=0:
LET score=0
8030 RETURN
9000 CLS : PRINT " KAT TRAX": PR
INT OVER 1;AT 0,1;"___ ____   by
 Iain Strichen"
9010 PRINT ''"Steer the caterpil
ler around thefield, and eat as
much of the   fruit as you can."
9020 PRINT '"Don't run into a ro
ck, a wall oryour tail as you'll
 knock your- self out!"
9030 PRINT '"Every time you eat
some friut   your length will in
crease."
9040 PRINT '"Keys              P
oints": PRINT OVER 1;AT 14,0;"__
__";TAB 18;"______"
9045 PRINT 'TAB 18; INK 5;"A"; I
NK 0;" =30 TO 60"
9050 PRINT "1 = Up              "
9060 PRINT "z = Down            ";
 INK 2;"C"; INK 0;" =10 TO 20";
INK 0
9080 PRINT "0 = Right"
9085 PRINT "9 = Left            ";
 INK 4;"B"; INK 0;" =500"
9100 RETURN
```

WIN £25,000 AND SAVE THE WORLD

Eureka!™

250 K OF PURE MYSTERY BY IAN LIVINGSTONE



Spectrum 48K or Commodore 64 (Turboload)

Full-colour booklet, packed with cryptic clues to help you unravel the mystery — and win the £25,000 reward

Music and sound effects built in

■ 5 complete Adventures, each with its own Arcade, in one multi-load mega-program: "Eureka!" is *the* ultimate computer Epic.
■ Epic in scale: "Eureka!" spans five eras of history! You battle against the dinosaurs, outwit Nero and his gladiators, join the Knights of the Round Table, escape from Colditz, and finally into 1984 defeat the evil master of the Caribbean who is holding the world to ransom.
■ Epic in sheer size — there's more than 250K for you to get yourself killed in.

5 PROGRAMS IN ONE

■ All 5 Adventures are linked — but you can choose to play them separately. And they all have REAL TIME built in. So if you don't think fast, you wind up as a pterodactyl's lunch, die of over-exertion in a Roman orgy, or just lose your mind...
■ "Eureka!" is not just an Epic — not just an Adventure. At the start of each historical era, you face an Arcade Action test, to decide your strength level for the Adventure to come.
■ The better your score, the stronger and faster you'll be.
■ And it'll keep you on your toes, with constantly-changing, static and moving graphics. Brilliant music and sound effects add to the excitement.
■ As part of the "Eureka!" pack, you receive a full-colour illustrated booklet, containing cryptic riddles and mysterious illustrations. Using booklet and screen *together*, you steadily unravel the clues and build up a secret phone number piece by piece.
■ If you're first to ring it, you save the world and collect the £25,000!
■ Quite a package! And to give everyone a fair chance, "Eureka!" will be released simultaneously worldwide on October 31st, 1984. No packs will be available until that date. All orders received by mail or phone by 26th OCTOBER will be despatched by post on the 31st right across the world. So order now, and be one of the first off the mark.

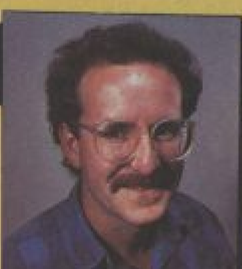


High quality, full-colour, static and moving graphics

Just clip the coupon. Or, for even faster action, order by Credit Card on the "Eureka!" Telephone Hotline 01-460 6000.

THEN THE RACE IS ON!!!

DEVISED BY IAN LIVINGSTONE



The storylines for "Eureka!" are by Ian Livingstone, whose "Fighting Fantasy" books have sold over 2,000,000 copies. He's dreamed up some rather nasty tricks and twists for you in this Epic, because he has also devised the cryptic clues and conundrums in the booklet that goes with the program. He's the one who knows the answers.

"Eureka!" was programmed by Andromeda teams led by Hungarians Donát Kiss and András Császár. It took the equivalent of 5 YEARS to create, and the skills of 4 graphic artists, 2 musicians and a professor of logic too. We told them to stretch the hardware's capabilities, and make sure you were kept awake for hours!! They've done it...

£7 BONUS

When you order "EUREKA!" before 26 OCTOBER 1984, you receive an additional bonus; £7 voucher off the price of the **TROJAN LIGHT PEN** from PSL MARKETING. Normal price is £17.25. You buy it for just £10.25.

Domark Ltd., 228 Munster Road, London SW6. Reg. No: 1804186 (England).

Eureka!™

Send your order now to:
"Eureka!", FREEPOST, Dept 400, Mount Farm, Milton Keynes, MK1 1HQ

NO STAMP NEEDED

To: "Eureka!", FREEPOST, Dept 400, Mount Farm, Milton Keynes, MK1 1HQ

DOMARK

Please send me "Eureka!" packs, complete with cassette, full-colour booklet, instructions and rules, at **£14.95** each PLUS 55p post & packing. If my order is received before 26 October 1984, I will receive a free £7 voucher towards a Trojan light pen. Please allow 14 days delivery for orders received after 26 October.

MY COMPUTER IS	No. Ordered	Total at £15.50
COMMODORE 64		
SPECTRUM 48K		
	TOTAL £	

24 HOUR PHONE HOTLINE NUMBER 01-460 6000 For Credit Card Orders

I enclose payment by cheque/P.O. payable to DOMARK LTD.

OR Please charge my Credit Card VISA ☐ ACCESS ☐ AMEX ☐

Card Number

Expiry Date________ Date________

Name________ Signature________

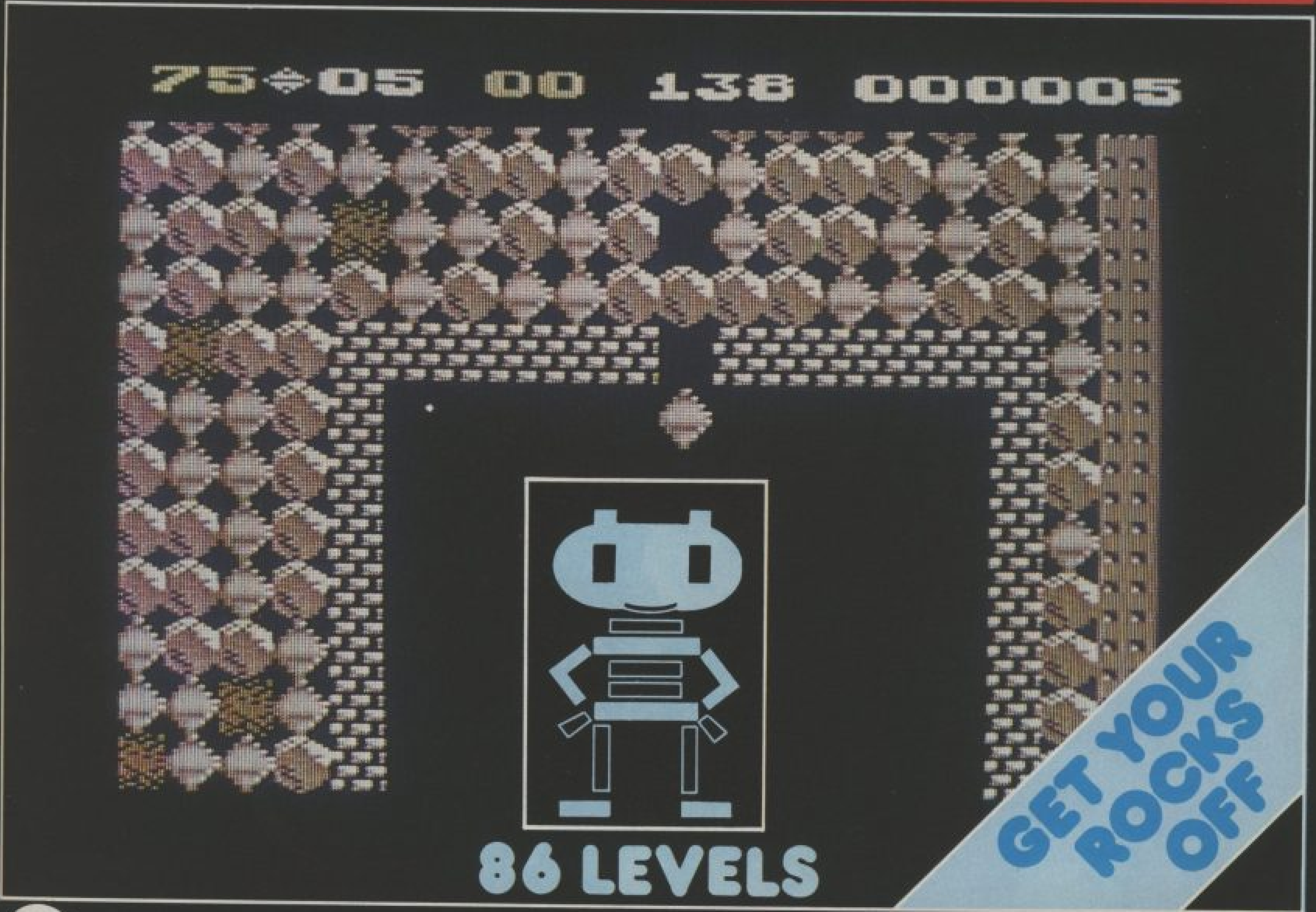
Street________

Town________ Post Code________ CV

The race for the £25,000 starts on 31 Oct 1984 and closes on 31 Dec 1985.

BIGGER, BOULDER, More BEAUTIFUL

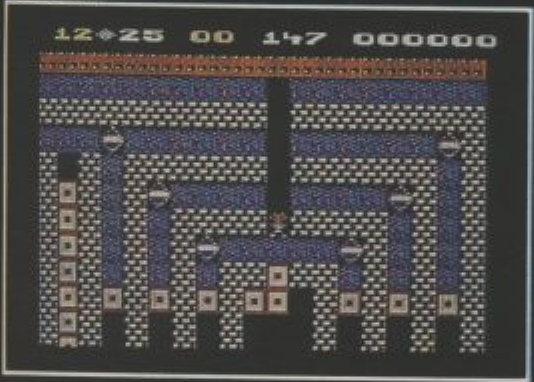
AMERICAN NO 1.



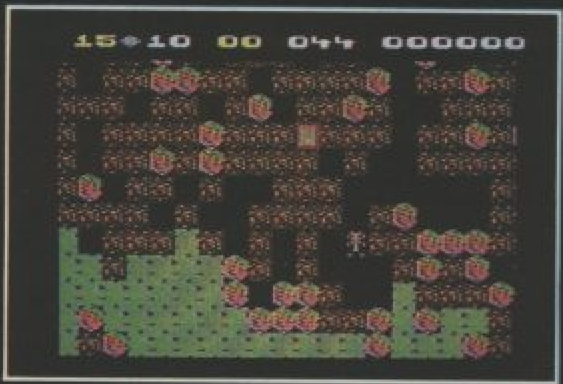
JOYSTICK

Boulder dash

commodore 64







CASSETTE 8·95 DISK 10·95

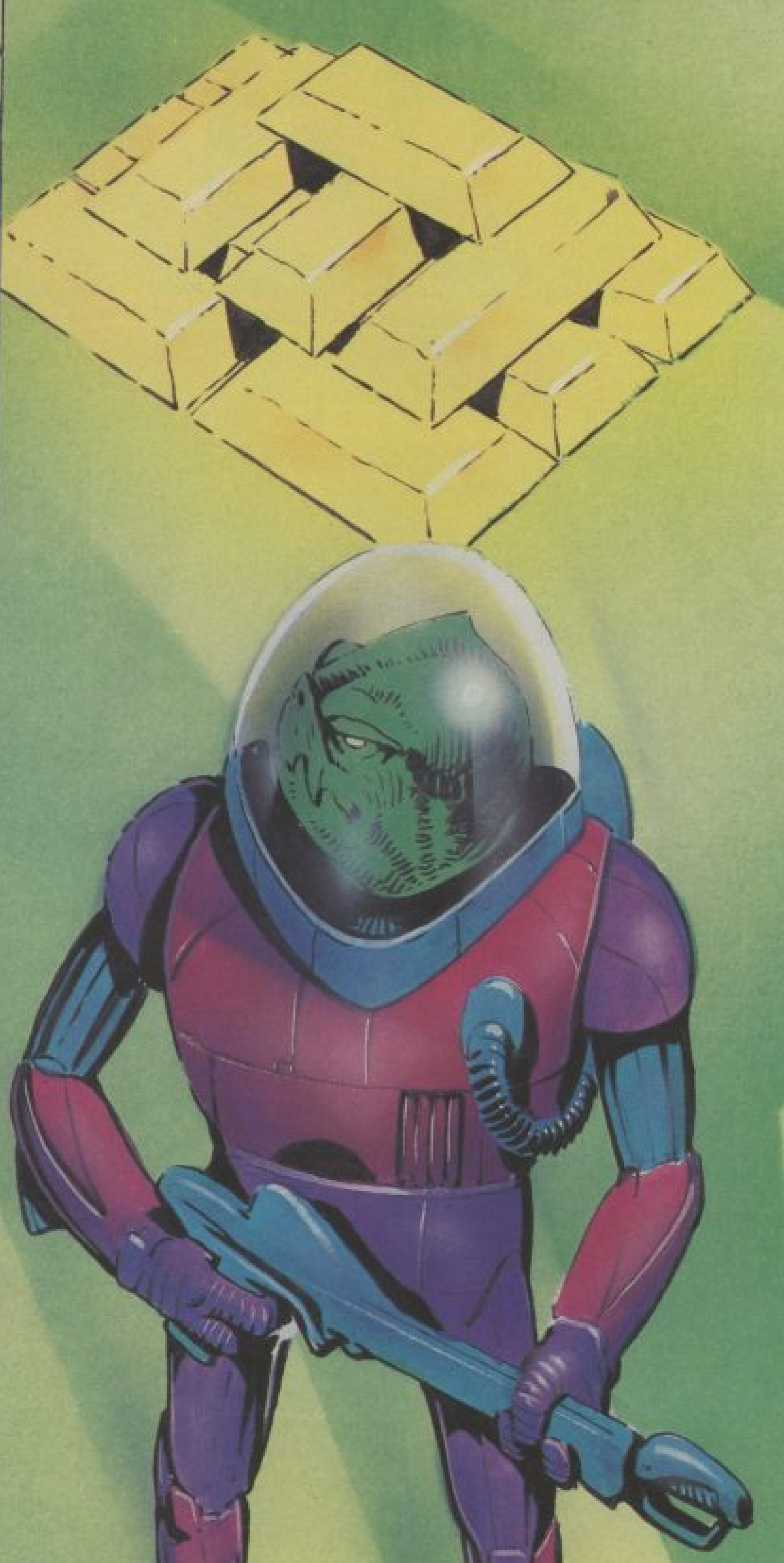
I wish to pay by cash/cheque/Postal Order/Access
To ACCESS:-
I authorise you to debit my Access Account with the amount of £ ______
My ACCESS No. is ______

Name (as on Access card) ______
Cardholder's address ______
Signature ______

State Soft Ltd,
Business & Technology Centre,
Bessemer Drive, Stevenage,
Hertfordshire SG1 2DY.
Phone (0438) 316561.

Statesoft

Really Something Else



```
   10 *FX220,0
   20DIMA%(10,10):MODE7:VDU23;82
02,0;0;0;:S%=0:PROCinstruct:MODE
2:PROCsetup:ENVELOPE2,3,0,0,0,0,
0,0,121,-10,-5,-2,120,120
   30g%=0:p%=0:TIME=0:X%=500:Y%=
500:Z%=0:G%=0:H%=5:V%=5:FORI%=1T
O10:FORG%=1TO10:A%(G%,I%)=RND(4)
-1:Z%=Z%+A%(G%,I%):NEXT:NEXT:P%=
400
   40VDU22;8202;0;0;0;19,0,1;0;1
9,8,7;0;19,1,7;0;19,12,4;0;19,11
,3;0;19,2,3;0;19,10,2;0;19,14,3;
0;19,1,0;0;
   50*FX11,1
   60*FX12,1
   70REPEAT:CLS:COLOUR128:VDU19,
15,4;0;:VDU19,9,6;0;:VDU19,14,0;
0;:x%=500:y%=700:Move=0:IFRND(4)
=1monster=TRUE ELSEmonster=FALSE
   80IFmonster=TRUE PROCmonster(
x%,y%)
   90IFV%>1ANDV%<10ANDH%>1ANDH%<
10A%=1ELSEIFV%>1ANDV%<10ANDH%=1A
%=2ELSEIFV%>1ANDV%<10ANDH%=10A%=
4ELSEIFV%=10ANDH%>1ANDH%<10A%=3E
LSEIFV%=1ANDH%>1ANDH%<10A%=5ELSE
IFV%=10ANDH%=1A%=6ELSEIFV%=10AND
H%=10A%=7ELSEIFV%=1ANDH%=10A%=8
```

The national security centre has been broken into, and the nation's gold supplies have been taken by aliens.

They have stored it in their main base but, to make life harder for anyone trying to find it, it's not all in the same place.

You must guide ROBO-1 round the base, looking for the gold. But beware the patrollers who guard the haul and will kill if they have to.

Watch the power meter on the screen. It decreases all the time but will go up when you manage to get some of the gold. But overload ROBO-1 and he will explode.

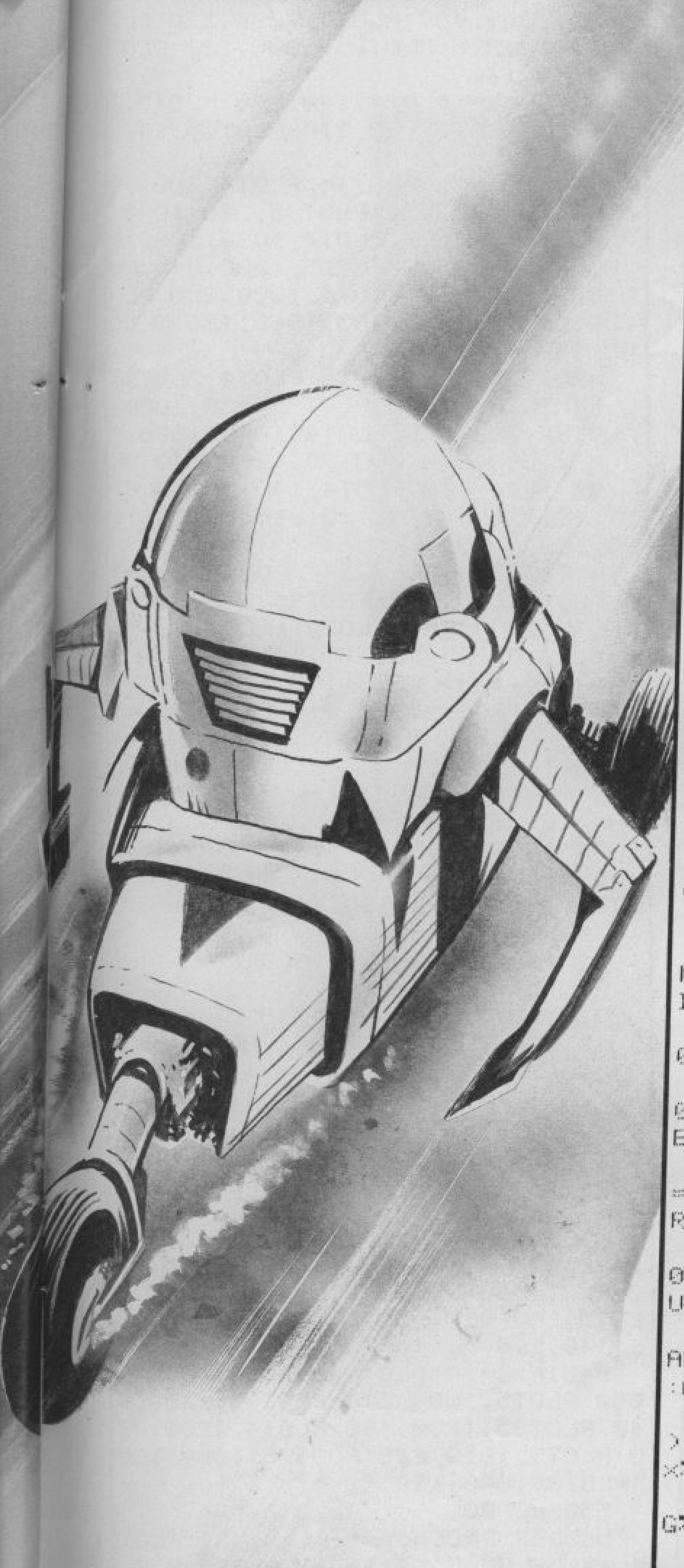
There are 100 rooms to explore, all in glorious 3D, so happy wandering!

Use the cursor keys to control ROBO-1.

ROBO-1

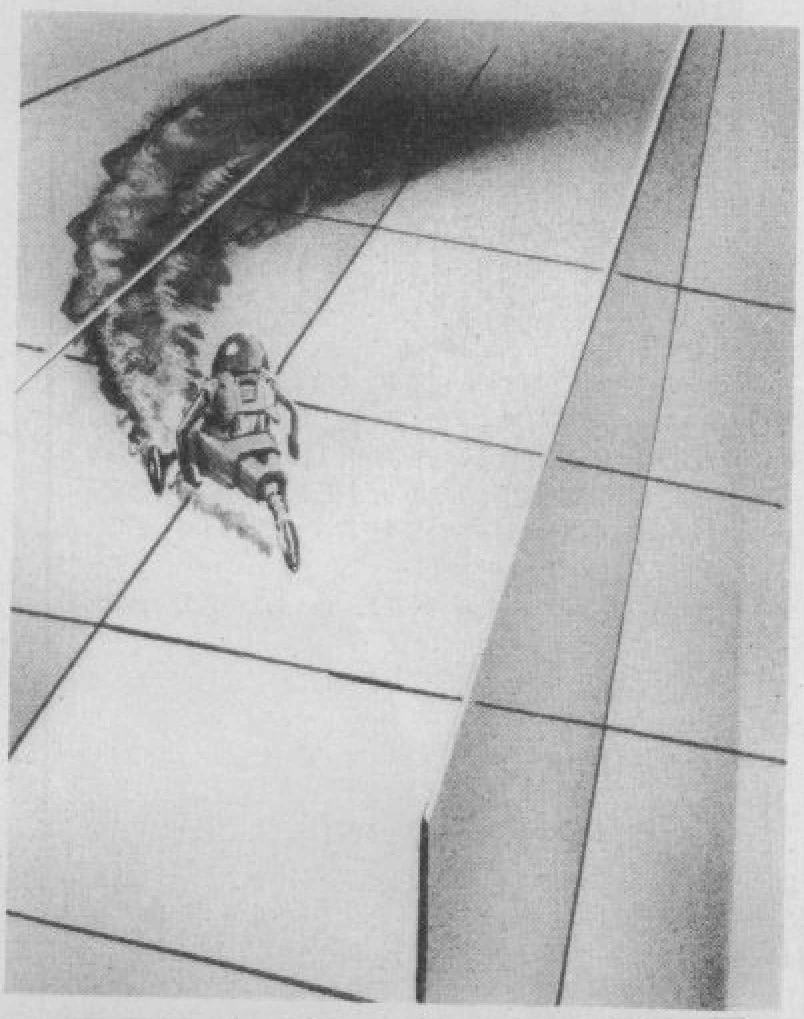
BY IAN GRIMSTEAD

RUNS ON A BBC MODEL B



```
100IFV%=1ANDH%=1A%=9
110PROCroom(A%):VDU4:COLOUR138:PRINT"SCORE: ";S%;TAB(0,1);"HI:";L%:VDU5:MOVEX%,Y%:VDU18,3,15,250,251,8,8,10,252,253,8,8,10,254,255,18,3,6,8,8,11,11,244,245,8,8,10,246,247,8,8,10,248,249,18,3,14,8,8,11,240,241,8,8,10,10,242,243,18,3,3,8,8
120VDU11,11,11,236,237,8,8,10,238,239
130GCOL0,0:PLOT4,70,900:PLOT5,100,900:PLOT4,70,500:PLOT5,100,500:VDU4:FORI=1TO5:PRINTTAB(1,5+I)MID$("POWER",I,1):NEXT:GCOL3,7:FORI=500TO500+P%STEP4:PLOT4,20,I:PLOT5,60,I:NEXT
140REPEAT:D%=0:T%=0:g%=G%:p%=p%+1
150IFINKEY(-58) PROCup:GOTO 190
160IFINKEY(-42) PROCdown:GOTO 190
170IFINKEY(-26) PROCleft:GOTO 190
180IFINKEY(-122) PROCright:GOTO 190
190IFD%=0ANDT%=0GOTO210
200SOUND1,-10,128,2:PROCrobot(X%,Y%):PROCrobot(X%+D%,Y%+T%):X%=X%+D%:Y%=Y%+T%:IFg%<>G%P%=P%+40:GCOL3,7:FORI=500+P%-36TO500+P%STEP4:PLOT4,20,I:PLOT5,60,I:NEXT:IFP%>400death=TRUE
210PRINTTAB(0,0)"SCORE: ";S%:IFp%>8p%=0:GCOL3,7:PLOT4,20,500+P%:PLOT5,60,500+P%:P%=P%-4:IFP%<=0death=TRUE
220IFNOTmonster GOTO300
230OK=FALSE:A%=RND(20)-10:B%=RND(20)-10:IFB%>5B%=20ELSEIFB%<-5B%=-20ELSEB%=0
240IFA%>5A%=20ELSEIFA%<-5A%=-20ELSEA%=0
250IFA%=-20ANDPOINT(x%-14,y%)=0AND POINT(x%-14,y%-80)=0 OK=TRUE:B%=0:GOTO290
260IFB%=-20ANDPOINT(x%,y%-120)=0ANDPOINT(x%+100,y%-120)=0 OK=TRUE:A%=0:GOTO290
270IFA%=20ANDPOINT(x%+180,y%)=0ANDPOINT(x%+180,y%-100)=0 OK=TRUE:B%=0:GOTO290
280IFB%=20ANDPOINT(x%,y%+50)=0ANDPOINT(x%+100,y%+50)=0 OK=TRUE:A%=0:GOTO290
290IFOK=TRUE PROCmonster(x%,y%):x%=x%+A%:y%=y%+B%:PROCmonster(x%,y%)
300UNTILMove<>0ORdeath=TRUE OR G%=Z%
310COLOUR128
320IFMove=NORTH V%=V%-1:X%=780:Y%=284
```

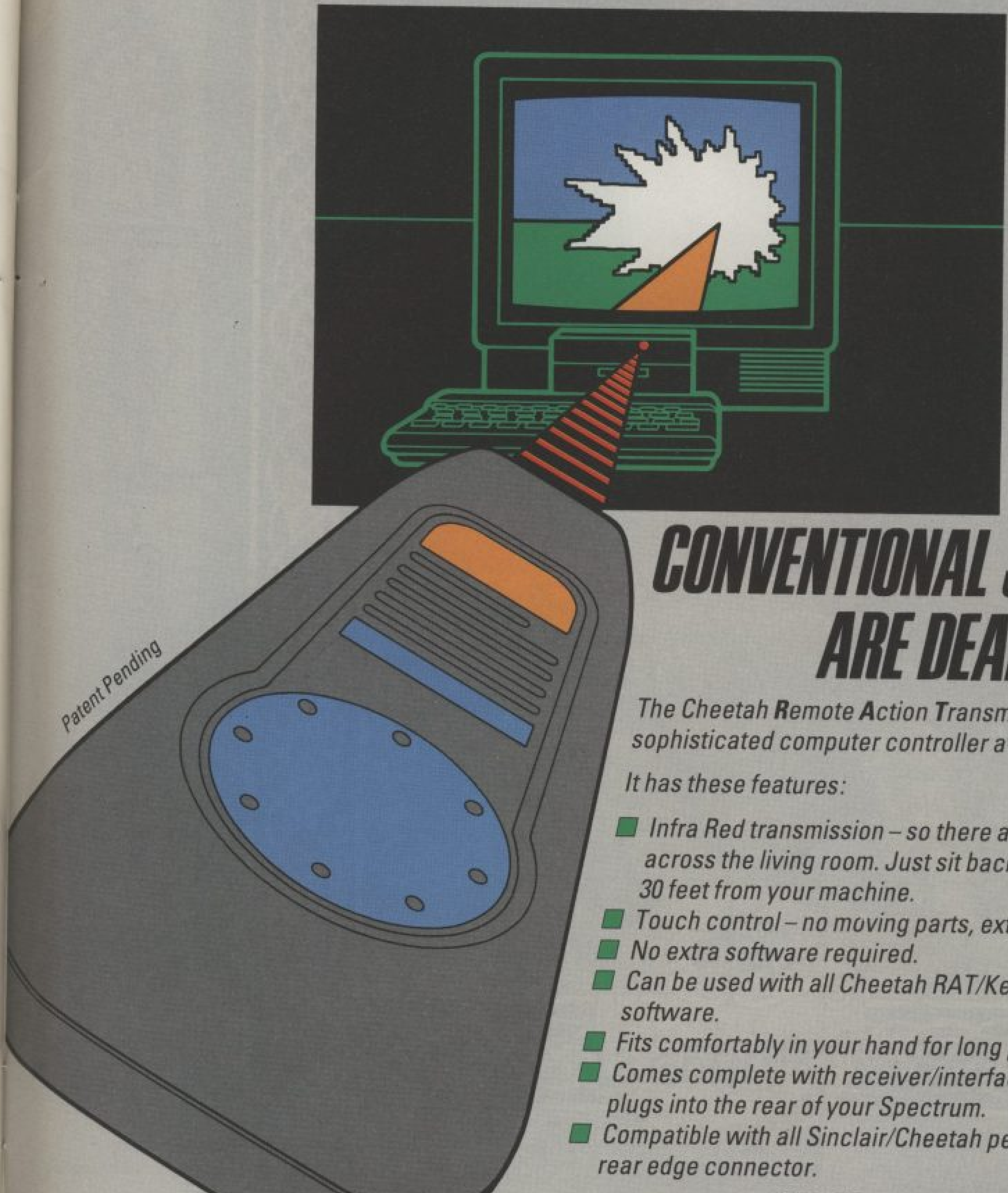
Illustration: John Higgins



```
330IFMove=SOUTH V%=V%+1:X%=320:Y%=584
340IFMove=LEFT H%=H%-1:X%=980:Y%=564
350IFMove=RIGHT H%=H%+1:X%=220:Y%=300
360UNTILdeath ORG%=Z%
370IFG%=Z% MODE7:PROCfinished:MODE2:VDU19,0,1;0;:GOTO30
380*FX9,1
390*FX10,1
400J=0:TIME=0:REPEAT:FORI%=1TO15:VDU19,I%,RND(15);0;:SOUND1,-10,I%,1:NEXT:J=J+I%:UNTILTIME>500:MODE7:PROCend:CLEAR:RUN
410DEFPROCrobot(x%,y%):PLOT4,x%,y%:VDU5,18,3,15,250,251,8,8,10,252,253,8,8,10,254,255,18,3,6,8,8,11,11,244,245,8,8,10,246,247,8,8,10,248,249,18,3,14,8,8,11,240,241,8,8,10,10,242,243,18,3,3,8,8,11,11,11,236,237,8,8,10,238,239,4:ENDPROC
420DEFPROCroom(x%):GCOL0,4:PLOT4,385,0:PLOT5,0,400:PLOT85,0,0:PLOT4,0,400:GCOL0,10:PLOT5,0,1024:PLOT85,820,900:PLOT5,820,1024:PLOT85,0,1024:PLOT4,820,1024:GCOL0,5:PLOT5,820,900:PLOT85,1280,1024:PLOT85,1280,400:GCOL0,4:PLOT5,1280,0
430VDU19,13,3;0;
440PLOT85,660,0:IFA%(H%,V%)<>0GCOL3,13:VDU5:FORI%=A%(H%,V%)TO1STEP-1:PLOT4,830-(I%*70),890-(I%*40):VDU235:NEXT
```

```
450IFx%=1GCOL0,14:PLOT4,200,900:PLOT5,200,520:PLOT85,380,1000:PLOT85,380,620:PLOT4,1080,1000:PLOT5,1080,610:PLOT85,1200,840:PLOT85,1200,480:PLOT4,1200,220:PLOT5,1010,225:PLOT85,1060,120:PLOT85,840,120
460IFx%=1PLOT4,140,160:PLOT5,280,110:PLOT85,20,310:PLOT85,140,260
470IFx%=2GCOL0,14:PLOT4,200,900:PLOT5,200,520:PLOT85,380,1000:PLOT85,380,620:PLOT4,1080,1000:PLOT5,1080,620:PLOT85,1200,840:PLOT85,1200,480:PLOT4,1200,220:PLOT5,1010,225:PLOT85,1060,120:PLOT85,840,120
480IFx%=3GCOL0,14:PLOT4,200,900:PLOT5,200,520:PLOT85,380,1000:PLOT85,380,620:PLOT4,1080,1000:PLOT5,1080,610:PLOT85,1200,840:PLOT85,1200,480:PLOT4,140,160:PLOT5,280,110:PLOT85,20,310:PLOT85,140,260
490IFx%=4GCOL0,14:PLOT4,200,900:PLOT5,200,520:PLOT85,380,1000:PLOT85,380,620:PLOT4,1200,220:PLOT5,1010,225:PLOT85,1060,120:PLOT85,840,120:PLOT4,140,160:PLOT5,280,110:PLOT85,20,310:PLOT85,140,260
500IFx%=5GCOL0,14:PLOT4,1080,1000:PLOT5,1080,610:PLOT85,1200,840:PLOT85,1200,480:PLOT4,1200,220:PLOT5,1010,225:PLOT85,1060,120:PLOT85,840,120:PLOT4,140,160:PLOT5,280,110:PLOT85,20,310:PLOT85,140,260
510IFx%=6GCOL0,14:PLOT4,200,900:PLOT5,200,520:PLOT85,380,1000:PLOT85,380,620:PLOT4,1080,1000:PLOT5,1080,610:PLOT85,1200,840:PLOT85,1200,480
520IFx%=7GCOL0,14:PLOT4,200,900:PLOT5,200,520:PLOT85,380,1000:PLOT85,380,620:PLOT4,140,160:PLOT5,280,110:PLOT85,20,310:PLOT85,140,260
530IFx%=8GCOL0,14:PLOT4,1200,220:PLOT5,1010,225 PLOT85,1060,120:PLOT85,840,120:PLOT4,140,160:PLOT5,280,110:PLOT85,20,310:PLOT85,140,260
540IFx%=9GCOL0,14:PLOT4,1080,1000:PLOT5,1080,610:PLOT85,1200,840:PLOT85,1200,480:PLOT4,1200,220:PLOT5,1010,225:PLOT85,1060,120:PLOT85,840,120
550ENDPROC
560DEF PROCmonster(a%,b%):PLOT4,a%,b%:VDU5,18,3,7,228,229,8,8,10,230,231,8,8,10,232,233,4:ENDPROC
```

THE AGE OF THE R.A.T



CONVENTIONAL JOYSTICKS ARE DEAD!

*The Cheetah **R**emote **A**ction **T**ransmitter is the most sophisticated computer controller available.*

It has these features:

- Infra Red transmission – so there are no leads trailing across the living room. Just sit back in your chair up to 30 feet from your machine.
- Touch control – no moving parts, extremely fast, long life.
- No extra software required.
- Can be used with all Cheetah RAT/Kempston compatible software.
- Fits comfortably in your hand for long play periods.
- Comes complete with receiver/interface unit which simply plugs into the rear of your Spectrum.
- Compatible with all Sinclair/Cheetah peripherals via the rear edge connector.

Simply incredible at £29.95 including VAT and p & p.

Dealer enquiries welcome. Export orders at no extra cost.

Send cheque/p.o now to:

Cheetah Marketing Ltd.** (Dept. CV), **24 Ray Street, London EC1R 3DJ. phone 01·833 4909

Cheetah products are also available from branches of

John Menzies Boots WHSMITH Rumbelows

and all good computer shops.

Cheetah Marketing

ADVENTURE FOR COMMODORE 64 AND SPECTRUM 48k

NE
RELEAS
AVAILABL
20th OCT

NO.1 SWORDS & SORCERY

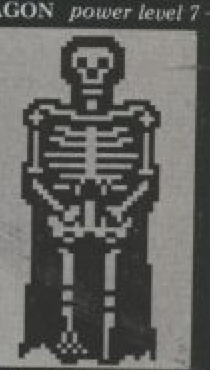




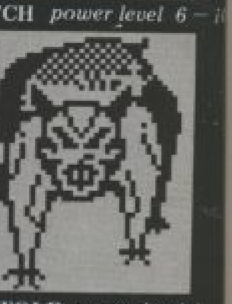
WIZARDS *power level 1 –*



DRAGON *power level 7 –*



LYTCH *power level 6 – 1*



WEREWOLF *power level 4*

a selection of your opponents

the MIDAS adventure concept

PSS

SWORDS & SORCERY

Swords and Sorcery represents the first example of the ultimate in graphic adventures using the unique MIDAS system.

Swords and Sorcery differs from other adventures in that you guide your character through the unending corridors of the underworld on a quest for material, physical and/or spiritual power. The choice is yours.

You begin as a novice with limited abilities in the use of magic, sword play and stealth (lock picking, thieving etc).

As you wander the corridors, you will encounter beings meek and mighty, discover untold wealth and worthless trash. Some objects will increase your powers, whilst some will be dangerous and still others will be protected from pilferers (you!) by friendishly ingenious traps, all designed to help or hinder you on your pilgrimage to power and glory.

There are quests within quests within Swords and Sorcery, for those who want to follow them. Some are given others must be found, and some are lost causes. There are many ways of opening the gate between the levels of the dungeons. Some are obscure and easy, others obvious and dangerous. The most profitable paths are both. The Ultimate goal of many will be to find the lost armour of Zob, which was un-made by its maker, and its parts scattered across the levels. What, where, how, who and why are answers to be found. All that is known is the prayer of the seekers:

WHEN DARK CABALLUS HIS COUNCILS LEND US
LET NOT THE RED CLUPEA HARANGUE US
TURN US FROM WHAT SEEMS TREMENDOUS AND
THUS TO ZOBS GREAT TREASURE SEND US.

You need never tire of Swords and Sorcery — when this dungeon can no longer hold you, the next awaits. . . there are a series of expansion modules planned to extend your enjoyment indefinitely.

Available on Cassette £9·95

SPECTRUM 48K OR COMMODORE 64

(Multi Dimensional Animation System)

MIDAS ADVENTURE CONCEPT

Stunning 3D graphic animation simulating video disk games.

A unique fully interactive adventure language using the latest ARTIFICIAL INTELLIGENCE techniques.

State of the art data compression techniques enabling enormous scenarious and vocabularies to be incorporated.

Real time Interactive Conflict Sequences.Talk to your opponent, attack them, flee them and even confuse them.

Joystick capability for movement, combat and actions through unique menu feature. Keyboard operation for more complex interaction with the adventure when time permits.

Develop your own unique player characters. For example — specialize in magic, swordplay etc.

Total expandability — your own characters can be transferred to future adventures and new opponents, scenarious and objects can be added to all the games. A series of expansion modules to increase indefinitely the playing life of each game written with MIDAS.

P.S.S. 452 STONEY STANTON RD. COVENTRY CV6 5DG. TEL: COVENTRY (0203) 667556

SPECTRUM CLUB!

FREE ADVENTURE GAME

- Enjoy Games, Adventures, Utilities, Educational Software etc from JUST 12½p PER WEEK!
- Exchange your unwanted games from just 50p.
- Buy new games at the best possible discounts.
- OVER 300 TOP TITLES now available.
- Regular Newsletter full of news and information.
- Every new member gets a FREE "CREEPY CASTLE" CASSETTE (normal price £4.95) to keep!
- All the benefits of other clubs and MUCH MORE . . .

Send just £3.95 and we will rush your Membership Kit and FREE GAME to you: **SPECTRUM SOFTWARE CLUB, (cv) 287-291 HIGH STREET, EPPING, ESSEX, CM16 4DA.**

(or send a 16p stamp for catalogue)

GREAT VALUE!

MEGASAVE
FANTASTIC SAVINGS

SPECTRUM

FULL THROTTLE	5.95
BEACH-HEAD	6.95
FRANK-N-STEIN	4.95
GIANTS REVENGE	4.95
MONTY MOLE	5.95
MICRO OLYMPICS	4.95
WHITE LIGHTNING	12.50
QUILL	10.75
DECATHLON (DALEY's)	5.85
GREAT SPACE RACE	12.95
TRAVEL TRASHMAN	4.95
DANGERMOUSE	5.95
TIR NA NOG	8.50
FALL GUY	5.95
POLTERGEIST	12.95
SHERLOCK HOLMES	12.95
CHINESE JUGGLER	4.95
STEVE DAVIS SNOOKER	6.85
ENDURO	6.85
RIVER RAID	6.85
H.E.R.O.	6.85
STRANGE LOOP	4.95
TWIN KINGDOM VALLEY	6.85
HAMPSTEAD	8.50
AVALON	6.85
BRAXX BLUFF	5.95
KENTILLEA	5.95
BEAR GEORGE	5.95
STUNT BIKE	4.95
STAR BIKE	5.95

SPECTRUM

KOKOTONI WILF	4.95
DELTA WING	5.95
BLACK HAWK	5.95
TERRAHAWKS	5.85

COMMODORE

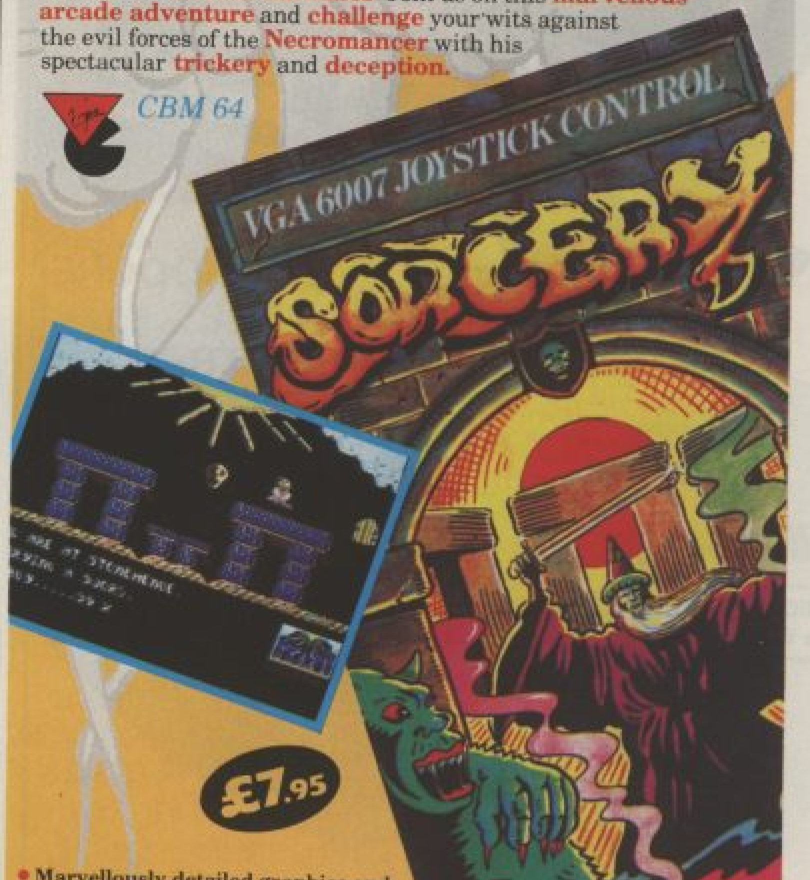
GREAT SPACE RACE	12.95
F-15 STRIKE EAGLE	12.95
FORT APOCALYPSE	8.50
RAID OVER MOSCOW	8.50
BRUCE LEE	8.50
HYPER BIKE	6.85
DANGER MOUSE	6.95
CLIFF HANGER	6.85
ZIM SALA BIM	8.50
3D ANT ATTACK	7.85
STEVE DAVIS SNOOKER	6.85
PSYTRON	7.85
TORNADO LOW LEVEL	6.80
SUICIDE EXPRESS	6.85
HUNCHBACK II	6.95
ROCKET ROGER	6.85
ZAXXON	8.75
B.C.s QUEST	8.50
AZTEC (BEYOND)	7.85
STUNT BIKE	5.75
QUO VADIS	8.75
JET SET WILLY	5.95
HAVOC	8.50
CURRAH SPEECH	27.50

Free Post — *Please State Which Micro Send Cheque/P.O. to:* — *Fast Service*

MEGASAVE DEPT CVG5
75 WESTBOURNE TERRACE, LONDON W2

Only by conquering **Stonehenge** can you free the world of the **evil curses** and **eternal darkness**. Join us on this **marvellous arcade adventure** and **challenge** your wits against the evil forces of the **Necromancer** with his spectacular **trickery** and **deception**.

CBM 64



£7.95

- Marvellously detailed graphics and animation.
- Many objects to collect and exchange.
- Joystick control. • 17 screens to master.
- Atmospheric music and sound effects.
- 'Flashload' rapid load system.

PROGRAMMED BY 'GANG OF FIVE' FROM AN ORIGINAL IDEA BY MARTIN WHEELER

FLASHLOAD

QUALITY GAMES WANTED FOR

BLABY COMPUTER GAMES

SPECTRUM, ATARI, CBM 64, VIC 20 DRAGON 32 SEND NOW!!

. . . 1.99 . . . 1.99 . . . 1.99 . . . 1.99 . . . 1.99 . . . 1.99 . . .

ANNOUNCE THEIR OWN POCKET MONEY RANGE MORE FUN AT LESS PRICE



GUIDO



TRON

HUBERT SPECTRUM 48K

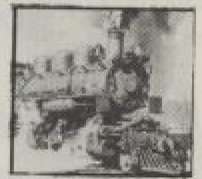


BARMY BURGERS

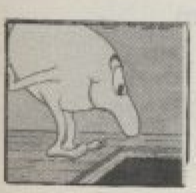
TRILLER COMING SOON RIP



GOTCHA

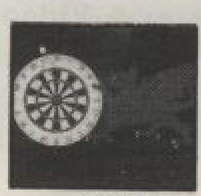


CASEY JONES



BORIS THE BOLD

THE BELLS



DARTS



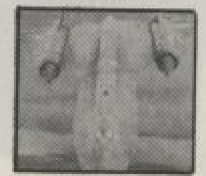
ANDROID ATTACK



MAC DOUGALS LAST STAND



COMPENDIUM 1



MISSION ATTACK

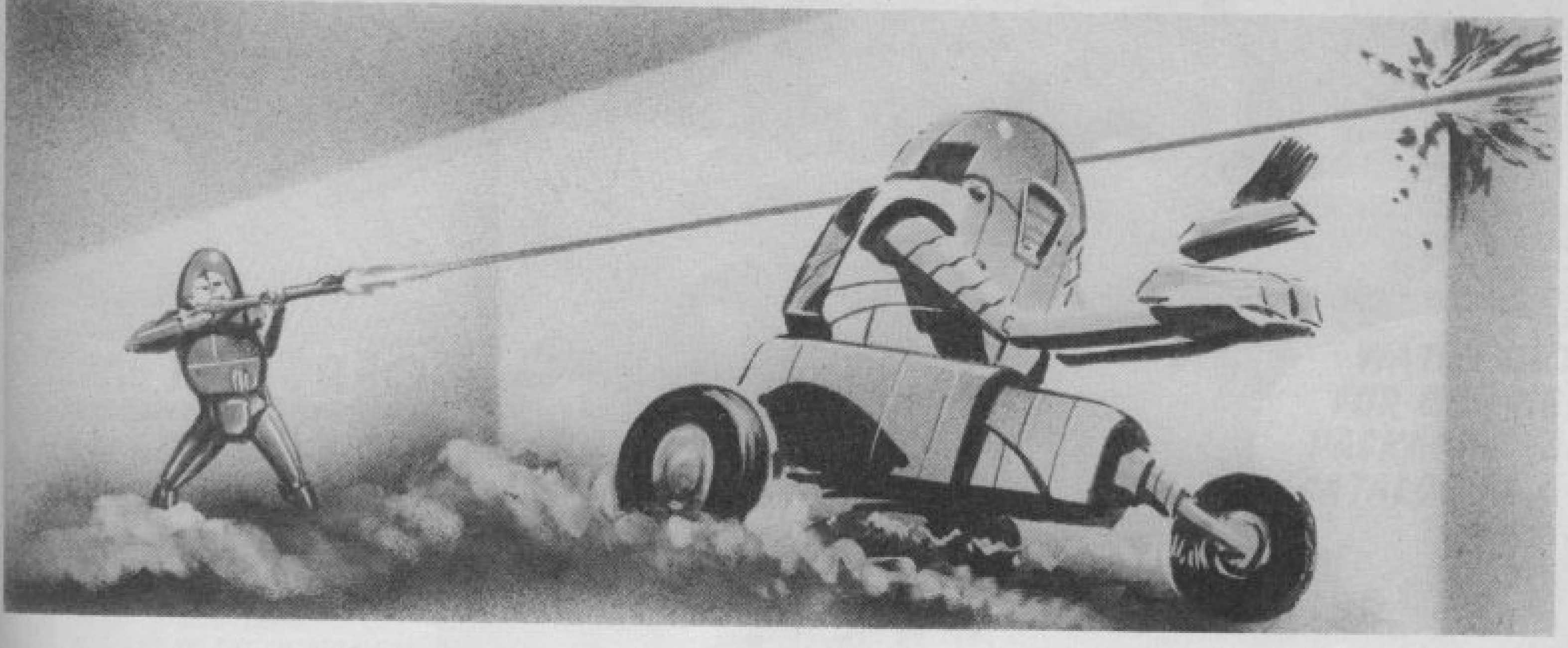
DRAGON USERS. See us at the 6890 Show. November

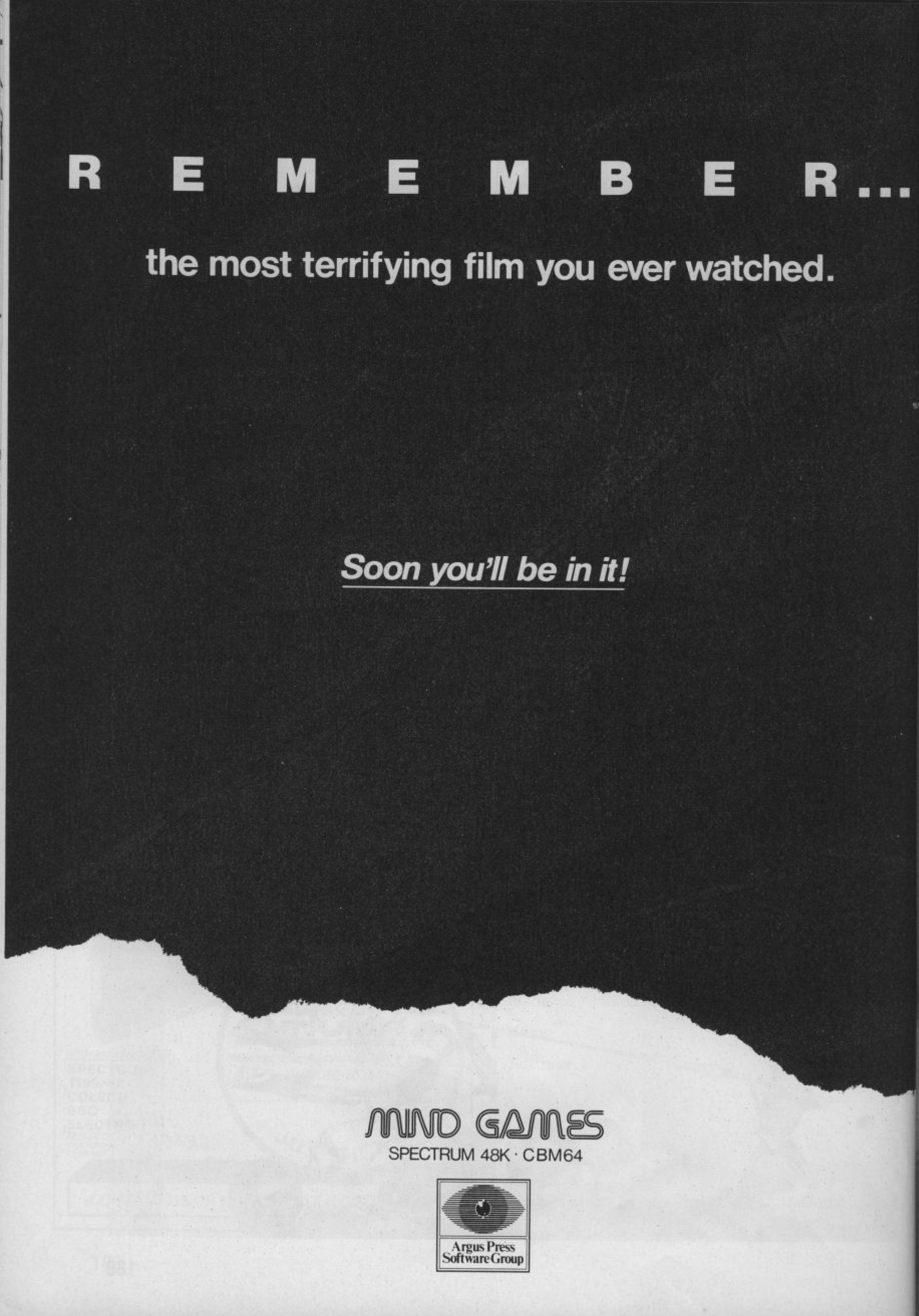
All* games are obtainable from the company @ £1.99 plus 50p P&P.
Or from Computer & Video shops everywhere.
Also newsagents where you see the Slush Puppie sign.
Send S.A.E. for full list.

**Casey Jones is available from W.H.Smiths, Menzies and all major Stores at £5.50*

BLABY COMPUTER GAMES, CROSSWAYS HOUSE, DEPT V, LUTTERWORTH ROAD, BLABY, LEICESTER.
Telephone 0533 773641 Telex 342629 JRHHG

```
800PRINTTAB(5,10)CHR$131;"Another go?";:REPEAT:A=GET:UNTILA=89ORA=78:IFA=89PRINT"Y"ELSEPRINT"N"
810IFA=78END ELSEFORI=1TO5000:NEXT:ENDPROC
820DEFPROCfinished:PRINTTAB(5,4)CHR$141;CHR$136;CHR$131;CHR$157;CHR$129;"WELL DONE !  ";CHR$156;TAB(5,5)CHR$141;CHR$136;CHR$131;CHR$157;CHR$129;"WELL DONE !  ";CHR$156;'''CHR$134;"   BONUS:2000":S%=S%+2000:FORI=1TO10000:NEXT:ENDPROC
830DEFPROCup
840IF POINT(X%+30,Y%+30)<>10ANDPOINT(X%+30,Y%+50)<>10 T%=20:D%=-20
850IF POINT(X%-20,Y%+20)=14 Move=NORTH
860IFPOINT(X%+30,Y%+30)=7ORPOINT(X%+30,Y%+50)=7ORPOINT(X%-60,Y%-20)=7 death=TRUE:T%=20:D%=-20
870IFPOINT(X%+10,Y%+25)=13 AND X%=780ANDY%=796 S%=S%+20:SOUND1,2,60,10:MOVE760,850:GCOL3,13:VDU5,235,4:A%(H%,V%)=A%(H%,V%)-1:G%=G%+1
880IFPOINT(X%,Y%+16)=13 AND X%=740ANDY%=772 S%=S%+20:SOUND1,2,60,10:MOVE690,810:GCOL3,13:VDU5,235,4:A%(H%,V%)=A%(H%,V%)-1:G%=G%+1
890IFPOINT(X%,Y%+16)=13 AND X%=660ANDY%=724 S%=S%+20:SOUND1,2,60,10:MOVE620,770:GCOL3,13:VDU5,235,4:A%(H%,V%)=A%(H%,V%)-1:G%=G%+1
900ENDPROC
910DEFPROCdown
920IFPOINT(X%+100,Y%-130)<>4ANDPOINT(X%+120,Y%-130)<>-1ANDPOINT(X%+100,Y%-150)<>4ANDPOINT(X%+120,Y%-150)<>-1ANDPOINT(X%+160,Y%-120)<>4 T%=-20:D%=20
930IFPOINT(X%+100,Y%-130)=7 OR INKEY(-42)ANDPOINT(X%+120,Y%-130)=7OR INKEY(-42)ANDPOINT(X%+100,Y%-150)=7 death=TRUE:T%=-20:D%=20
940IF INKEY(-42)ANDPOINT(X%+110,Y%-120)=14 Move=SOUTH
950ENDPROC
960DEFPROCleft
970IFPOINT(X%-30,Y%-140)<>4ANDPOINT(X%-30,Y%-100)<>4ANDPOINT(X%-30,Y%-130)<>-1ANDPOINT(X%-50,Y%-120)<>4ANDPOINT(X%-50,Y%-130)<>-1 D%=-20:T%=-12.5
980IFPOINT(X%-30,Y%-140)=7ORINKEY(-26)ANDPOINT(X%-50,Y%-120)=7ORINKEY(-26)ANDPOINT(X%-30,Y%-50)=7 death=TRUE:D%=-20
990IFPOINT(X%-40,Y%-100)=14 Move=LEFT
1000ENDPROC
1010DEFPROCright
1020IFPOINT(X%+140,Y%)<>5ANDPOINT(X%+150,Y%)<>5 D%=20:T%=12.5
1030IFPOINT(X%+140,Y%)=7ORINKEY(-122)ANDPOINT(X%+150,Y%)=7ORINKEY(-122)ANDPOINT(X%+140,Y%-40)=7 death=TRUE:D%=20:T%=12.5
1040IFPOINT(X%+120,Y%+20)=14Move=RIGHT
1050IFPOINT(X%+100,Y%+10)=13AND X%=700ANDY%=812 D%=20:T%=12.5:S%=S%+20:SOUND1,2,60,10:MOVE760,650:GCOL3,13:VDU5,235,4:A%(H%,V%)=A%(H%,V%)-1:G%=G%+1
1060IFPOINT(X%+100,Y%+15)=13AND X%=560ANDY%=728 D%=20:T%=12.5:S%=S%+20:SOUND1,2,60,10:MOVE620,770:GCOL3,13:VDU5,235,4:A%(H%,V%)=A%(H%,V%)-1:G%=G%+1
1070IFPOINT(X%+100,Y%+17)=13AND X%=620ANDY%=764 D%=20:T%=12.5:S%=S%+20:SOUND1,2,60,10:MOVE690,810:GCOL3,13:VDU5,235,4:A%(H%,V%)=A%(H%,V%)-1:G%=G%+1
1080ENDPROC
```

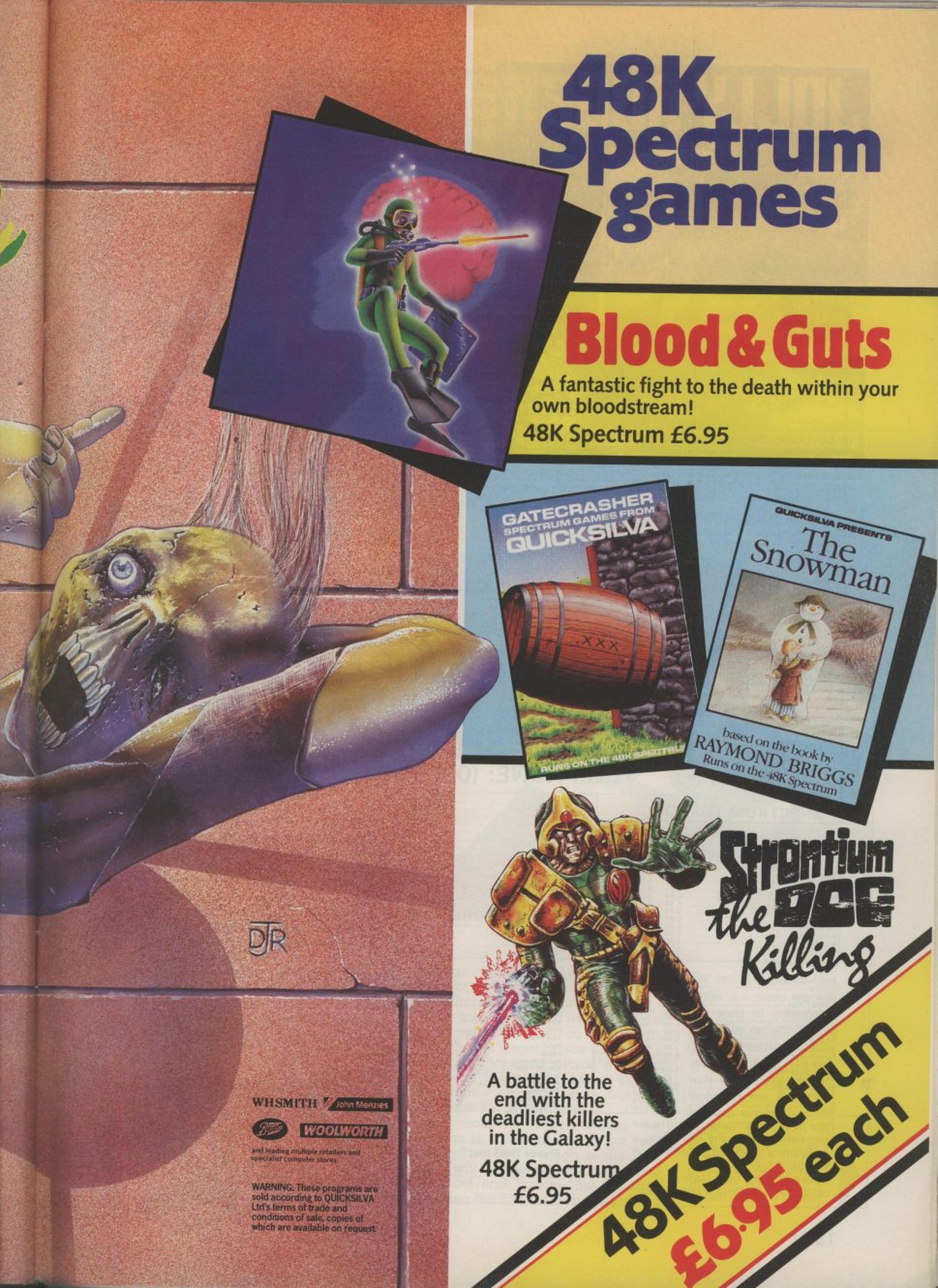




REMEMBER...
the most terrifying film you ever watched.
Soon you'll be in it!
MIND GAMES
SPECTRUM 48K · CBM64
Argus Press Software Group


MICROPOWERMICROPOWERM
SUPERB SOFTWARE FOR THE AMSTRAD
GHOULS
SUPER-FAST LOADING TIME
commodore 64
electron
B.B.C. MICRO
Run through the creepy mansion dodging ghostly ghouls and bouncing spiders. Leap over poison-smeared spikes, scamper along moving platforms and contracting floorboards, and use powerful springs to propel you onto overhanging ledges. Four screens.
Amstrad and Commodore versions £6.95
BBC and Electron versions £7.95
BBC and Commodore Disk price £9.95
Amstrad version
WATCH OUT FOR OUR NEW PACKAGING AND CATALOGUE
MICRO POWER
MICRO POWER LTD.,
NORTHWOOD HOUSE, NORTH STREET,
LEEDS LS7 2AA TEL: (0532) 458800
SELECTIVE BRANCHES OF BOOTS, CO-OP,
MENZIES, W. H. SMITH, WOOLWORTHS AND ALL GOOD DEALERS.
AUTHORS! WE PAY 20% ROYALTIES!


A prophecy is about to be fulfilled. The Dead will rise again to eat the flesh of the living...
Zombie Zombie
From the authors of ANT ATTACK, Sandy White and Angela.
Softsolid 3D* from SPACEMAN
*Patent pending
48K Spectrum £6·95
All titles available from
QUICKSILVA
Quicksilva Mail Order, P.O. Box 6, Wimborne, Dorset BA21 7PY.
Telephone (0202) 891744.


48K Spectrum games
Blood & Guts
A fantastic fight to the death within your own bloodstream!
48K Spectrum £6.95
GATECRASHER
SPECTRUM GAMES FROM
QUICKSILVA
RUNS ON THE 48K SPECTRUM
QUICKSILVA PRESENTS
The Snowman
based on the book by
RAYMOND BRIGGS
Runs on the 48K Spectrum
Strontium Dog
the Killing
A battle to the end with the deadliest killers in the Galaxy!
48K Spectrum £6.95
48K Spectrum £6.95 each
DJR
WHSMITH
John Menzies
Boots
WOOLWORTH
and leading multiple retailers and specialist computer stores
WARNING: These programs are sold according to QUICKSILVA Ltd's terms of trade and conditions of sale, copies of which are available on request.

EXTRABITS!

Preparation for the Christmas rush has been responsible for another mass of add-ons for all the popular micros. There's news this time of modems, disc drives, keyboards and other goodies to make your micro better than it was before.

Last month saw the demise of Fuller Micro-systems, the main rival to DK Tronics, known for their Sinclair peripherals. This means that anyone with Fuller equipment is going to have problems getting it repaired under guarantee. If you have a faulty peripheral, don't send it back to Fuller's without checking first whether or not they can take it.



At £29.95, the RAT from Cheetah is the latest in joystick technology. No more wires trailing across the room. Control is easy but it won't be suitable for trigger-wobbling games like *Decathlon.*

SHARP DISCS

Here's a treat for Sharp MZ-700 owners who have been short of hardware until now. Solo Software from Worcester has perfected a disc drive for the new Sharp machine which fits into the slot where the cassette recorder would normally go. It's a 3" drive and takes those funny plastic-moulded discs which you can drive a truck over and they'll still work.

The first time you'll notice the speed of the new system, says Solo Software, is when you have to load Basic after switching on the computer. Whereas this normally took around three minutes with cassettes, it now takes just four seconds. This must be almost worth the £250 price tag in itself but when you read that it operates from normal Sharp Basic with no special commands to learn then you'll probably have already started writing out the cheque.

If you'd rather get more details before committing yourself, though, then Solo are on 0905 58351.

MODEMS AGAIN

The much talked about modem from Protek has finally been launched. It's an acoustic coupler which means that, instead of wiring it directly to your phone, you just plug the handset into the two rubber cups on the modem itself. This works fine for standard phones but won't fit if you have one of those posh trimphones.

The modem works at 1200/1200 baud half duplex and 1200/75 baud full duplex and is fully BT approved. The first standard is used for talking to other Protek modems and sending listings and data to your friends through the phone network. The 1200/75 option will allow you to link into Micronet and Prestel.

The cost is just £60, which really is good value. Before you can use it, though, you'll need some software, a cable and, for some micros, a special interface. This costs £14.95 or £24.95, depending on whether or not you need the RS232 interface.

The software which drives the modem is, to say the least, not very good. The BBC version is the best and will certainly let you into Micronet and Prestel. But because pressing the ESCape key will put you



The new 1200 modem from Protek is a cheap way into the world of communications. The modem itself is great for Prestel and user-to-user data transfer. The software which comes with it, though, is not. Some vital keys are missing from the character set which will cause problems for users of "serious" systems like Telecom Gold or PSS. Version two is on the way.

EXTRABITS!

back to the program's menu, you can't actually send an ESCape character to Prestel. This rules out colour-coded Mailboxes and pretty frame designs.

The Commodore 64 version suffers from the same problems and also lacks a return key as this is used for a Prestel hash character (#). This means that, at the moment, you can't use the system for connecting to Telecom Gold, despite Protek's claims to the contrary.

The Spectrum version is awful. Instead of displaying the Prestel screen as it comes down the phone line character by character, it waits for the whole frame and then displays it at the end. So when you call up a page, you have to wait quite a few seconds before it appears. Just like teletext and rather disappointing.

If only the software was as good as the modem. But that's what you have to do to keep down your costs. Apparently, it would have added around £10 to the Spectrum version's cost to provide a proper display. I'd have paid — wouldn't you?

Protek are in Scotland on 0506 415353.

RAT WITHOUT A TAIL

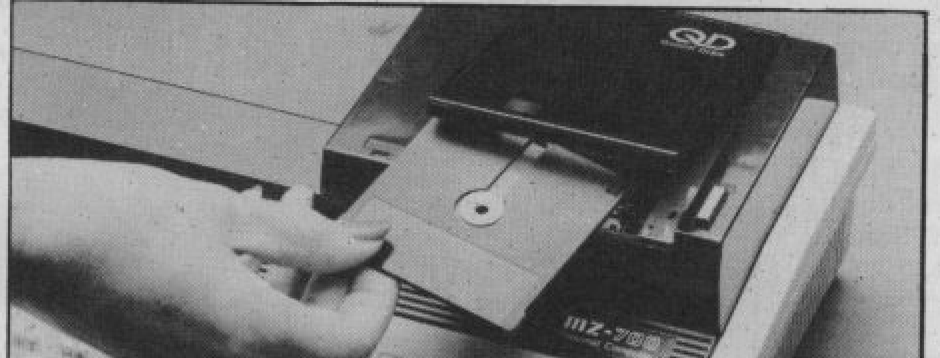
Hottest news on the joystick front is that 1984 is the year of the Rat. That's the name of Cheetah Marketing's new remote control joystick. Rat, by the way, stands for Remote Action Transmitter and you can now play your favourite Spectrum game without being linked to the computer with all those dangling wires which always tended to get caught round the dog's tail as he walked past.

The receiver part is a black box in the same style as Cheetah's other products for the Spectrum, like Sweet Talker for example. This just plugs into the back of the computer and you can then forget that it's there. Other peripherals can still be plugged into the back of it.

The clever part is the joystick. In fact it looks more like the remote control gadget for a TV than a conventional joystick. It doesn't actually have a trigger, but is touch sensitive. Direction control comes by touching a circle about 1½" across. Movement corresponds to where on the circle your finger actually falls, but you soon get used to this method.

There's also a touch sensitive fire button and the whole system performed well when I managed to get my hands on one.

The Rat is very accurate and it didn't matter whether I was pointing the joystick at the computer, the TV or anywhere else for that matter. The range is very wide. I managed to get so far away from the screen that I could hardly recognise which game I was playing. The joystick, though, still worked fine!



This new disc drive from Solo will load Sharp Basic in around four seconds. It'll cost you £250.00 and is an ideal buy if you use your machine a lot for programming. It'll speed up games loading, too.

Cheetah is on 01-833 4909 and at £29.95 the Rat seems good value to me. Especially when you realise that it's fully Kempston compatible.

INTERESTING INTERFACES

In addition to their new modem, Protek has launched a range of joystick interfaces to cater for the Oric, Electron and BBC.

The Oric programmable joystick interface costs £29.95 and plugs into the expansion socket on the computer. A standard Atari joystick then plugs into the interface. You can program the interface with up to nine keyboard functions without the use of special software.

The version for the Electron is similar to the Oric one. You plug it into the Electron's expansion interface socket and then a normal joystick plugs into the box. Again, it can be programmed from the computer to select which keys on the keyboard correspond to which movement of the joystick or press of the fire button. Price again is £29.95 and it should be in the shops soon.

The BBC interface costs £11.95 and plugs into the *analogue in* socket on your Beeb. You can then use any standard Atari type joystick.

More details from Protek and, in case you've forgotten the number, it's 0506 415353.

MORE BLACK BOXES

If you own a Spectrum, Oric or Electron then you may often have wondered why there's no reset switch on your micro? Well, if you want one then Computerworld has the solution. Their reset switch box costs just £4.49 and will work with either the Spectrum, Oric, Atmos or Electron.

The box is plain old black but you can have the switch in a choice of red, white or black. Now there's luxury for you!

Computerworld are in Beckenham, Kent and if you call 01-778 0479, they'll tell you all about it.

MEMOTECH DOWN

If you've been thinking recently about buying a Memotech computer then you'll be glad to hear that the price has gone down. If you've just bought one, though, you'll be pretty angry. Price of the basic model goes from £275 to £199, so now's the time to snap one up.

TV SOUND

And talking of sound, Cheetah is working on a little black box which converts your Spectrum so that the beeps come out of the TV and not the computer itself. This means that the television's amplifier can be used to control the sound.

The black box will plug into a Spectrum and you won't need to take the computer apart. The unit will cost £9.95.

TEXAS MODEM

And finally, Parco Electrics has launched a modem for the Texas TI-99/4a. It runs at 300/300 baud and will get you into all the various bulletin boards around the country. It will also get you into Micronet and Prestel through a special 300 baud Prestel line.

The modem costs either £99 or £199, depending on whether or not you want auto-answer.



NATO COMMANDER
Atari/64: C£9.95: D£12.95
F-15 STRIKE EAGLE
Spectrum: £7.95
Atari/64: C & D £14.95
SOLO FLIGHT
Spectrum: £7.95
Atari/64: C & D £14.95
SPITFIRE ACE
Atari/64: C£9.95: D£12.95
FLAK
Atari/64: D£14.95
SNOKIE
Atari/64: C£9.95: D£12.95
STRIP POKER
Spectrum: £7.95
64: C£9.95: D£12.95
FORT APOCALYPSE
Spectrum: £7.95
Atari/64: C£9.95: D£14.95
BLUE MAX
Spectrum: £7.95
Atari/64: C£9.95: D£14.95
ZAXXON
Spectrum: £7.95
Atari/64: C£9.95: D£14.95
SENTINEL
64: C£9.95: D£14.95
DRELBS
Atari/64: C£9.95: D£14.95
U.S. Gold proudly presents 24 exciting titles from its fast growing and best selling range – the ultimate in American software!
U.S. Gold is stocked by all leading computer stores including: Boots, John Menzies, W.H. Smith, Wildings and Woolworth.
GOLD RUSH!
U.S. GOLD
All American Software
For details on how to become a U.S. Gold stockist write to: CentreSoft Ltd., Unit 24, Tipton Trading Estate,
Bloomfield Road, Tipton, West Midlands DY4 9AH.
Telephone: 021-520 7591. Telex: 337268 CSOFT-G.
MYSTIC MANSION
64: C£8.95: D£12.95
BEACH-HEAD
Spectrum: £7.95
Atari/64: C£9.95: D£12.95
DALLAS
Atari/64: D£14.95
BRUCE LEE
Spectrum: £7.95
Atari/64: C & D £14.95
POOYAN
64: C£9.95: D£12.95
O'RILEY'S MINE
Atari/64: C£9.95: D£12.95
TEXTPRO
64: C£9.95: D£12.95
DATAPRO
64: C£9.95: D£12.95
SLINKY
Atari/64: C£8.95: D£12.95
CAVERNS OF KHAFKA
Atari/64: C£8.95: D£12.95
AZTEC CHALLENGE
Atari/64: C£8.95: D£12.95
FORBIDDEN FOREST
Atari/64: C£8.95: D£12.95
Italian Distribution by Giucar, Bologna 532575.



ONE WAY DOW

Matilda, the wicked witch you ma recall meeting last year, is still a keen on visitors dropping in for a tin of nightshade as Dracula is to have his teeth out.

To discourage rooftop [illegible] from making it to the front door, she has decorated her windows with evil signs — each has a meaning, Up, Down, Right or Left. Make the right choice and the caller can move from one window to the immediately adjacent window. Make the wrong choice and the pane explodes painfully — and don't try to nip across the gargoyles or swing on the drainpipes, as they are about as safe as a picnic on runway 1 at Heathrow.

Matilda has, probably by mistake, left just one path down from the roof and into the doorway. If you can find the right meaning, the path will appear.

WITCH'S BREW

Six animal ingredients for a dandruff cure (your head falls off) are being thoroughly mixed in Matilda's cauldron. Each six-letter name has been split in half and the three letters in each half arranged alphabetically. Thus PARROT would appear as APR and ORT.

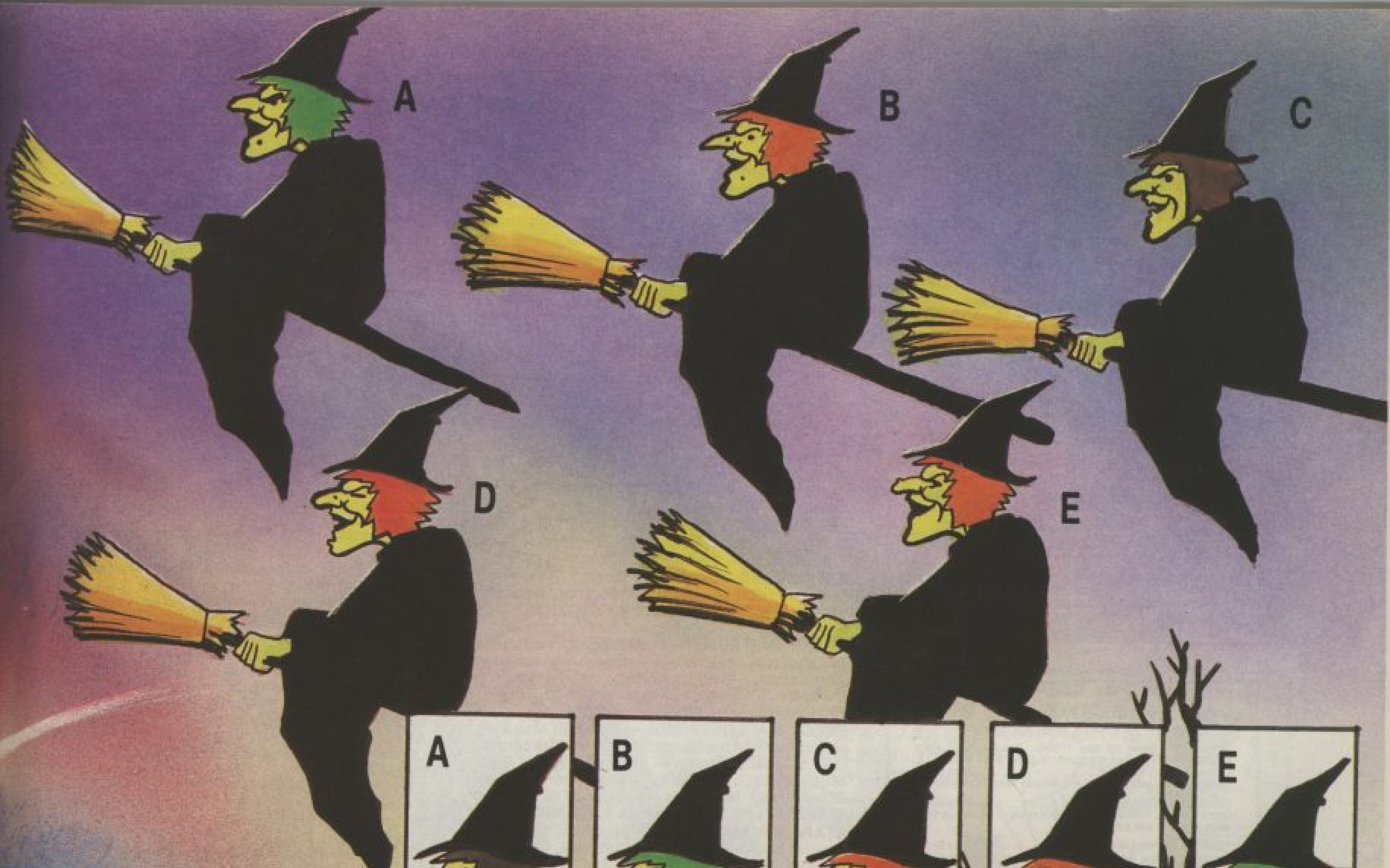
The split contents have been stirred up to put them out of order but enough of the recipe remains as a clue to each word. Can you name all six animals?

RECIPE:		
Legs of................................	ABD	ERS
Slime of................................	ADD	ELT
White feather of..................	AGM	EGR
Little tail of..........................	ANS	DER
Venom of 7...........................	IPS	ILS
Fur of....................................	GIP	EIP

SOLUTIONS

Coffin Drops: MARE and CARPET. Connecting links are MAGIC (circle, marker, square, carpet) NIGHT (light, time, watchman, mare)
WITCH WHICH: Picture B

Illustration: John Higgins



WITCH WHICH?

The young vandals' scribbling [illegible] was caused by the sudden appearance of a low-flying broomstick. Later, as they shook their coke bottles in quaking terror and sprayed their youth-club friends, each gave a description of the witch they had seen. Unfortunately, the sudden shock made each of them get one detail wrong.

The club leader has made up five identiwitch pics based on the outlines. Which one is correct in every respect?



COFFIN DROPS

While the [illegible] are out for their [illegible] bloodburgers and chips [illegible] children have scribbled [illegible] coffins. [illegible] quite randomly [illegible]. Each coffin contains three words which are linked together and the fourth word actually belongs on the other coffin!

If you can work out the two connecting links, you can tell us which two words should be swapped over.

SOLUTIONS

One Way Down: Web = down Cat = up
[illegible] Bat = left 59 windows
Witch's Brew: SPIDER SNAILS MAGPIE
[illegible] ADDERS BADGER

COMMODORE 64 OWNERS

MIDLAND COMPUTER LIBRARY

The First and the Largest Commodore 64 Library in the World
OFTEN COPIED BUT NEVER EQUALLED

1) All the latest titles on cassette, disc and cartridge
2) Hire your first two games absolutely free
3) Life membership £6
4) Hire charge from only £1 inc p&p for full 7 days
5) No limit to the amount of games you can hire
6) All games originals with full documentation
7) Games, Business and Educational software
8) Return of post service guaranteed
9) Lowest new hard and software prices in the UK
10) Join now on money back guarantee
11) Over 10,000 games in stock including many US imports

Send cheque or postal order for £6 with your two selections or large sae for further details to:

MIDLAND COMPUTER LIBRARY
31 Evenlode Close, Lodge Park
Redditch B98 7NA
Telephone 0527 23584

THE WORLDS LARGEST COMPUTER LIBRARY ARE NOW STOCKING TITLES FOR THE AMSTRAD, BBC AND MSX. ANOTHER FIRST FOR MIDLAND COMPUTER LIBRARY

TEXAS T199/4a

Fantastic new games for your T199/4a. Two games on every cassette with full graphics and sound. All games are in T1 Basic.

Cassette 1. Boozy Bill/Diggit .... Price £4.50
Go pub crawling with Boozy Bill or make your fortune Goldmining.

Cassette 2. Galaxios/Alien Madness .... Price £4.50
Defeat Galaxios, invisible aliens and then refuel or dig holes to bury aliens in a game with a difference.

Cassette 3. Oil Panic/Jet Plane .... Price £4.50
Connect a pipeline before the boiler bursts or steal a Jet Plane, bomb the enemy and try to land.

All prices include P&P with fast delivery.

Make cheques, POs payable to:
MRJ, 64 Reva Rd, Broadgreen, Liverpool L14 6UB
CG177

HANGMAN TAPE Atari 16K The educational game for all the family. Enjoy learning hundreds of countries and capitals in this traditional fun game for only £4.95. MIGHTY SPLASH LTD (CVG), 123 Islandmagee Road, Whitehead, Carrickfergus, County Antrim, Northern Ireland BT38 9NP.

SPECTRUM OWNERS. First games hire fee when you join Regency Games Hire. £5 Life Membership. £1 per tape over a 5 day period. S.A.E. for further details to:- Regency Games Library, 116 Bevendean Crescent, Higher Bevendean, Brighton, Sussex BN2 4RD. Tel: (0273) 601146.

STUSOFT games specially reduced prices! Amazing: Gangster Shootout £3.99, Chalk-dust £3.99. Send sae or you'll never forgive yourself! Stusoft, 21 Downsview Avenue, Woodingdean, Sussex.

SOFTWARE EXCHANGE. Swap your used software. Free membership. Discount offers. Spectrum/Dragon. Huge program base. SAE please to UK Software Exchange Club, 15 Tunwell Greave, Sheffield S5 9GB.

SHARP OWNERS Atari 400/800/XL Account and Display programs made to suit. Ideal for Video Clubs, Shops etc. Send large s.a.e. for details to: Kusanta Group, Whitestown Industrial Estate, Tallaght, Co. Dublin or phone (07) 987209.

DISCOUNT SOFTWARE for Spectrum/CBM 64/Atari/BBC/Electron/Amstrad. SAE for lists quote micro. Sunaro Software (CVG1), PO Box 78, MAcclesfield, Cheshire SK10 3PF.

ATARI SOFTWARE. All originals. On disk and tape — £5 each. Also secondhand single density disks — £20 for 10. Tel: 01-907 9546. **New** Double Sided Density Disk. Very good quality — £25 inc. P&P.

PROGRAMMERS WORKSHOP require quality programs for microcomputers. Send your program and any relevant details to Programmers Workshop c/o Rainford Entertainments, 21A Church Road, Rainford, Merseyside. Tel: (074488) 4421. We can offer programmers very generous royalties. So send your programs now!!

YAH-SEE for the 48K Spectrum. The addictive 4 dice game for all the family (1 to 6 players). Only£2.50. BJD Software, 35 Bucklesham Road, Kirton, Ipswich IP10 0PD.

SOFTWARE LENDING CLUB (Spectrum). Send £5 for life membership and you will receive our catalogue with our full range of titles, and an introductory letter. Most titles cost £1.25 per week. Software Lending Club, 35 Wainsgrove, Newark Raod, Wellow, Notts NG22 0EA.

TI99/4A software. Jumpin Jack, Hunchback, Multi level, arcade style games. Mario The Caretaker, unique one screen game. All in extended basic. All at £3. Please send large s.a.e. to Darren Bush, 2A Birthorpe Toad, Billingborough, Sleaford, Lincs.

32K COLOUR GENIE, new Rom, £75 worth of software, compatible tape recorder, books, 8 user mags. The lot for £160. Tel: 021 353 2701 anytime.

TEXAS INSTRUMENTS 99/4A with extended basic, mini memory, Parsec, Soccer and Tombstone City modules all leads and manuals. Thirty cassette games. £195. Tel: 868 7594 (Middx area).

SPECTRUM SOFTWARE:— Football Manager, Hunchback, Arcadia, Scuba Dive, Althcemist, Go to Jail, Hungry Horace, Atic Atac, Millionaire, MAzials, Penetrator, Flight Simulation, Monsters in Hell. Tel: Burton 214260 after 3.30pm. Games £3.50 each.

ATARI 400 16K, cassette recorder, manuals, special books, American magazines, over £350 original software, including Star Raiders, Pacman, Submarine, Commander, Assembler, Joysticks 'Le Stick. Tel: 01-643 4416 £250 o.n.o. Also AP-100A printer for BBC 900, sheets paper. Perfect condition £130 o.n.o.

ORIC 1 48k plus cassette recorder, manuals and magazines. Also 19 games £115. Phone Bradford (0274) 687378.

SHARP MZ-700for sale complete with Data Recorder plus 15 game cassettes. Excellent condition. Still under guarantee £250 or reasonable offer. Tel: Bangor 354121 evenings.

DRAGON 32, joysticks, books software including The King, Frogger, Skramble, Danger Danger and more plus cartridge. SE11 for £150 o.n.o. also cassette recorder. If required add £15 to total. Tel: Lanark 61498.

FOR SALE VTX 5000 modem (Spectrum) V.G.C. £60. Amstrad computer and colour monitor and Punchy, Spanner Man, Alien Break In. £300. Tel Ilkeston (0602) 301526.

TI99/4A BASIC computer less than 1 year old. In perfect condition, hardly been used £60 ono. Phone Kettering 517217.

SPECTRUM 48K Computer System includes: 48K Spectrum (4 months old VTX 5000 modem, (hardly used) tape recorder, ZX printer and paper, joystick interface and Kempston compro joystick. Also over £150 of software and loads of books and magazines £400 (0777) 709476 after 4pm.

CBM GAMES to swap many American and British including Starwars Zaxxon, Buck Rogers, Pogosoe etc. Disk or cassette send list to David Miley, Holmeglea, Red Hall Drive, Cochrane Park, Newcastle upon Tyne.

CBM 64 and months old Introduction to Basic Part 1 £150 worth of software C2N cassette recorder £215 Phone LV 763846 after 4.

48K SPECTRUM + £130 of software + TV + tape and M.C book. All for £200. Tel 021 422 8965.

GENUINE BARGAIN! Vic 20, 16K ram pack, C2N tape unit, £360 of software, joystick, manuals, books, magazines (optional), worth around £480. Make own reasonable offer! All boxed! Tel Ian on (061) 231 4344.

ATARI SOFTWARE, cartridges Pole Position £14, Donkey Kong £12, Miner 2049'34, Pacman, Qix, Missile Command. Only £10 each. Tel: Rich on 01-393 8859.

VIC 20 C2N cassette recorder, 16K switchable rampack, leads, books, manuals, plus lots of top quality software. Excellent condition £150. Will separate if required. Tel: (015) 924 7775 after 4pm.

WANTED ZX Microdrive, ZX Printer and Kempston Joystick interface will pay good price. Also for sale TransTower, Flight Simulation, Ah Didums, Shizoids, Harrier Attack. All originals £3.50 each ono. Phone West Chiltington 3414.

VIC 20 originals Startrek Orb Abductor £4 each also Scott Adams Solutions plus free map £1 each plus sae. Write A Bellamy 201 Model Village, Creswell, Worksop, Notts.

48K SPECTRUM Interface One, Microdrive, nine cartridges, Alphacom 32 Printer, 9 rolls paper, Kempston joystick interface, sound amplifier, tape recorder. £285 ono. Tel: Mr Kwong (0824) 75615.

48K SPECTRUM Quickshot, two joystick Kempston interface £350 worth of software including Jetset Willy, Match Point, Sabre Wulf, Lords of Midnight. Few books, mags for £230. Tel: 67 38247 (after 6pm).

SPECTRUM 48K including cassette deck, Kempston interface and £300 of original software swap for Commodore 64 and C2N deck cash either way. Spectrum only 3 months old. Tel: John Birmingham 021 784 0138.

ATARI 800, data recorder with Atari Basic, Microsoft Basic II system. 2D Assembler Editor, Defender, Star Raiders, Flight Simulator, Caverns, Scram, Also normal and painting joysticks. All manuals plus Atari sound and graphics users guide. £390 ono. Phone Adam 01-8594218 after 6.30pm.

48K SPECTRUM with Amstrad cassette recorder all original software. Plus books on programming and games listings worth £290 want £150 ono. Tel: Chandlers Ford 65293.

A REAL SNIP ZX81 (needs attention) plus ZX81 add on keyboard 16K and on ram and 64K add on ram pack tapes and leads giving away for £30. Phone now 01-560 4612.

BARGAIN OF the week 8K Vic 20 computer plus cassette player £150 of games and all the manuals and leads. Phone Now 01-560 4612 all for £95. Will consider splitting software titles!!

ATARI 400/800 software 9 roms, Pole Position, Donkey Kong, Pacman etc £8 each ring Bacup 875941.

ZX81 SPECTRUM 48K: £220 worth of software Quickshot Joystick and interface and cassette recorder. Still under guarantee boxed excellent condition. All for £200. Tel: 360 2308.

COMMODORE 64 software to swap. More than 500 arcade action jump and 3D games in machine code to exchange against your newest programs. Tap versions preferred. Write or send lists to Thomas Holzner, Linkstrasse 13, 800 Muchen 45 West Germany. I will answer all letters!!

VIC 20 16K C2N cassette deck joystick, Intro one books mags, cartridges plus lots of games and many extras. Worth over £350 sell for £210 ono. Tel: Hungerford (0488) 83582.

SPECTRUM SOFTWARE to swap — Avenger, Halls of the Things, Fighter Pilot, Zaxxan, Atic Atac, Bugaboo, TerrorDaktil 4D, Zzoom, Zip Zap, Games Designer, Hunter Killer, Confrontation. Tel: York 51130 after 4pm.

48K SPECTRUM and recorder, plus software, Hobbit, Lords of Midnight, Valhalla, Atic Atac, etc. Swap for CBM 64 or sell £170. Tel: Lyndon on Bristol 778999.

SHARP MZ700 for sale with software and manual as well as Data Recorder — hardly used, still in box. Sell for £190 ono. 1 Ringstead Grange Cottages, Ringstead, Kettering, Northants NN14 4DT.

48K SPECTRUM still under guarantee, plus Kempston Joystick and Kempston Interface also many top selling games such as Manic Miner, Snowman, and Football Manager + 12 mags. £120. Tel: Burnham 67413.

SHARP MZ80A Personal computer. Excellent condition. Integral Screen, Keyboard, Cassette Recorder. All original manuals, Dust cover. Over £90 software. All worth over £550. Only £280. Tel: Walton on Thames 244758.

ATARI LISTINGS. A nice shaped File contains over 50 programs listings for Atari (collected from books and magazines). To order send cheque £25 to Y Behbehani, PO Box 5845, Safat, Kuwait. Details Call 2465987 (24 hours).

10 ATARI Games on one cassette £3.50 inc P&P. Mr Richards 14 Beach Grove, Acomb York, Yorkshire YO2 5LB.

TEXAS T199/4A. Will exchange complete Logo II as new, or alternatively three games modules. Munchman, Car Wars and The Attack. For mini memory. Phone Runcorn 715942. Evenings between 6 and 9 or weekends and ask for George.

T199/4A AND cassette, leads, manual, 3 cartridges: Donk/Kong, Parsec, Invaders and Quickshot MUII Joystick with adaptor, TI Treck cassette game. Fully boxed worth £210 sell for £140. Tel: 863 1380 (Harrow) and ask for Hardeep after 4.30pm.

ATARI SOFTWARE, selling personnel collection. £630 worth of cartridges including Pac-Man, Defender, Donkey Kong, £620 worth of disks including Choplifter, Suspended, micro-soft basic. £60 worth of cassettes any reasonable offers considered. Don Bacon, 19 Writtle Road, Chelmsford, Essex CM1 3BS.


MAL FUNCTION
T. HITCH
SNAG JNR
SCREAMING FOUL UP
THE BUGS
* ALERT * TROLL LOOSE IN CIRCUITS
HELP! SOMEONE GIVE HIM SOMETHING TO APPEASE HIM!
PRISE!
HMM! A 2114 JUST WHAT I NEED FOR MY ACORN ATOM
THAT'S IT! I'M FED UP WITH THESE ADVENTURE CREATURES RAMPAGING ABOUT IN OUR MACHINE.....
GRUNT!
A PROTEST MEETING WILL BE HELD IN THE MEMORY SECTION .. BE THERE!
.. SO WE ARE AGREED THEN, WE WILL NOT STAND BY WHILE WIZARDS, GOBLINS ADVENTURERS...
HUBBUB!
NO ENTRY RANDOM ACCESS ONLY
MEETING ANTI ADVENTURERS ASSOCIATION
.. AND OTHER HORRORS USE OUR MICRO AS A PLAYGROUND FOR THEIR PERVERSE FANTASIES .. THEREFORE ..
HEAR! HEAR!
.I PROPOSE WE ELECT SOMEONE TO TELL THE LEADER OF THAT MOB TO PULL OUT THEIR PLUGS AND GET OUT!!
IT'S YOU!
YOU'RE ELECTED!
GO GET EM!
GOOD OL MALFUNCTION
I ACCEPT! A WISE CHOICE IF I MAY SAY..
LATER
SO! IF YOU COULD SEE YOUR WAY CLEAR TO KEEPING THE NOISE DOWN A BIT!
SNIGGER!

N·E·X·T M·O·N·T·H

MEGA REVIEWS

As it's Christmas, we've decided to bring you a bumper reviews section — complete with all the games you'll want Santa to stick in your stocking. There are some great games coming your way — believe us! We'll also be bringing you a quick look back to bring you Games You May Have Missed during the past 12 months — and would like to put on your Christmas list. So before you write to Santa — pick up *Computer & Video Games*!



"HUBBLE, BUBBLE, TOIL AND TROUBLE"

You may have been bored to tears by Shakespeare at school but a brand new Adventure game based on *Macbeth* will keep you riveted to your screen. And next issue we've got copies of the new game from Creative Sparks to give away — plus a very special mystery prize. Interested? Then read December's *C&VG*.

WIN PETER PAN ADVENTURE

The season for pantomimes is rapidly approaching so we thought we'd get in early and present our own panto-character competition before the rush starts! Peter Pan is one of the best known pantomime stars — and in December's *C&VG* we're giving away copies of a brand new Adventure game based on his exploits in Neverland. So if you want to meet the boy who never grew up, rush to your newsagents, sprinkle some fairy dust into his outstretched hand and grab a copy of your favourite computer games magazine!



YOU'VE READ THE REVIEW, NOW SEE THE MAP

Avalon — the arcade style Adventure game we raved about in our reviews pages last issue — is destined to become a biggie this Christmas. So, together with Hewson Consultants, we're bringing you an exclusive map of the Gatehouse Level plus hints and tips on how to play the game. If you've already got the game, you don't want to miss the map. If you haven't you'll want to get December's issue to see just how good *Avalon* is!

PLUS: A Christmas machine guide along with the regular news, reviews and top games listings.

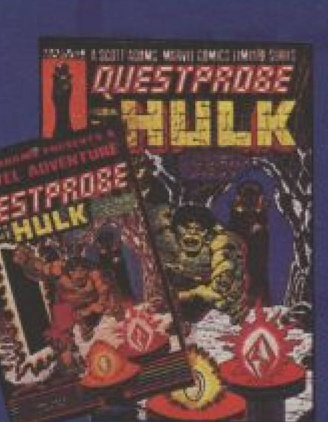
DON'T MISS US ON SALE FROM DEC 16th

M·O·N·T·H N·E·X·T M·O·N·T·H



. . . Having obtained the upper hand in this desperate desert battle, the enemy is about to launch its final offensive on your battered town . . .
FALCON PATROL 2
FPII
£7.95
COMMODORE 64
JOYSTICK CONTROL
• Incredible 3D graphics • Radar jammers
• Flashload rapid load system (faster than disc) • Joystick control
• 16 level game with increasing difficulty • Flak batteries
• 3 types of enemy helicopters – Solo, Gunship, Transport
• Marvellous sound effects and theme tune
• Air-to-ground missiles • Air-to-air missiles
VGA 6005
If you thought Falcon Patrol was good . . .
FLASHLOAD
Programmed by Steve Lee





You can both play and read the adventure!

Scott Adams, is the most acclaimed adventure games writer in the world with an impressive string of internationally best-selling software titles behind him.

Now, in association with Marvel Comics he invites you to share the adventures of two of the world's best known super heroes.

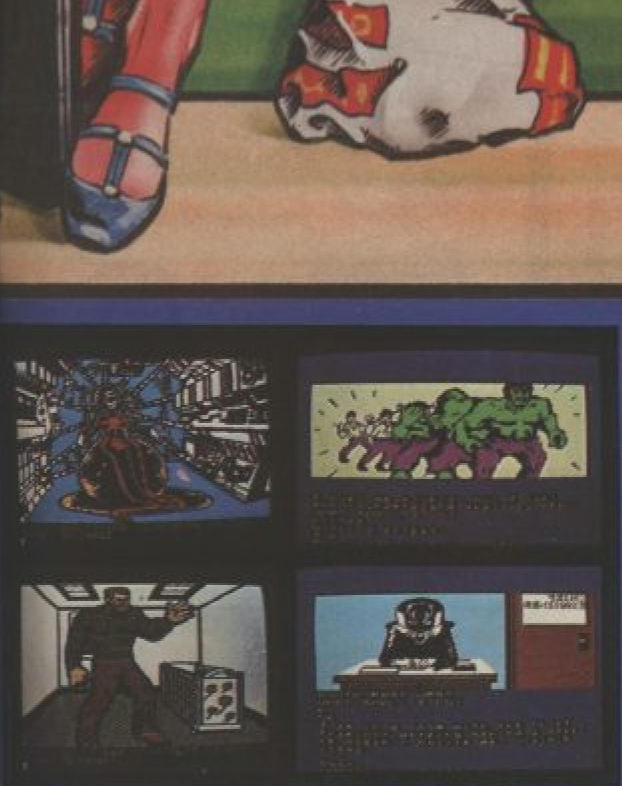
Adventure International Software challenge you to pit your mind against that of Scott Adams with THE HULK™ and SPIDERMAN.™ Both games are for most popular home computers and incorporate text with spectacular high resolution graphics, allowing you to immerse yourself in both a visually as well as mentally exciting adventure.

Now's the time to walk into a shop, and walk out with an adventure.



nost
orate

and





- 20 CPS(Max)Print Speed
- Bi-directional Logic Seeking
- QUME Protocol, QUME Ribbons
- QUME Daisywheels, Centronic
- Interface (Optional RS232-C)
- Supports all wordstar features
- Optional Tractor/Sheet Feeder
- One years parts and labour guarantee

SPECIFICATIONS

Print speed:
20 cps (Repeat), 18 cps (at Shannon Text)

Print wheel:
96 character printwheels are compatible with the QUME

Print method:
Fully formed characters are printed in a series by the automatic print energy adjustment for different character sizes. Uni-directional incremental printing and bi-directional logical seek printing are software selectable.

Maximum paper width:
13 inches

Character per line:
120 characters at 1/10 inch pitch
144 characters at 1/12 inch pitch
180 characters at 1/15 inch pitch
Proportional spacing with 1/120 inch increments is available by the software control of a connected outside computer.

Horizontal minimum pitch:
1/120 inch

Minimum line feed pitch:
1/48 inch

Forms:
Single sheet or continuous forms (with form tractor). The maximum width is 13 inches.

Print hammer:
4 levels impression control

Copy capacity:
Original (45kg) 4 copies (15kg)

Paper feed:
Friction platen standard, bi-directional forms tractor (option)

Ribbons:
- Compatible with the QUME MULTISTRIKE IV in a high yield, easy loading cartridge.
- Compatible with the QUME FABRIC IV with a snap-in cartridge for "Clean Hands" loading.
- Standard Out-of-Ribbon detection
- Automatic ribbon advancing

Interface
- 8-bit parallel compatible with Centronics
- RS232C
- 12-bit parallel compatible with the QUME SPRINT 3

Noise:
60 dB A scale

Physical:
Weight 9.5kgs (21.1 lbs)

Accessories:

BI-DIRECTIONAL FORM TRACTOR
CUT SHEET FEEDER

TO ORDER

Please complete coupon in block capitals, enclosing your remittance and send to:
Microstyle Dept M.O., Turnpike Ind. Est., Turnpike Road, Newbury, Berks.

Please send me .... Quen Data DWP 1120 Daisy Wheel Printer(s) at £249.00 including VAT plus £6.00 Securicor Delivery.

Name ______________________ Address ______________________

______________________ Daytime Tel. No: ______________________

Order by phone: please telephone **0635 35384** quoting your Access/Barclaycard number.

Total price including post & packing £ ______
Cheques may be made out to MICROSTYLE

Please remember to include appropriate post & packing charges. Allow 28 days for delivery. C+ VG — 11/84

MicroStyle
THE HOME COMPUTER PEOPLE



Please Note: While Microstyle will endeavor to maintain stocks of all items currently or previously advertised all itmes are offered subject to availability from manufacturers. Special price offer only applies to mail order purchasers.

MICROSTYLE YOUR NO.1

FOR CHOICE, VALUE & SERVICE

Dealer Information update

Microstyle have been appointed as an official, regional distributor for EASYJUNIOR business software.

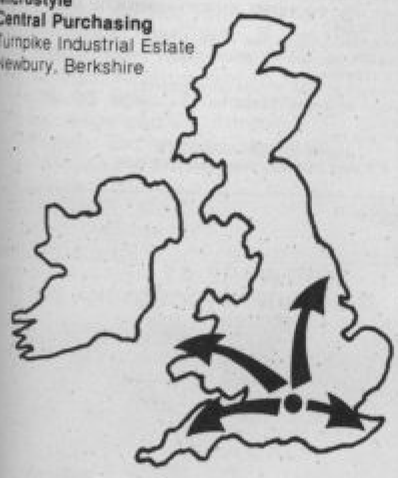
'BUSINESS SOFTWARE AT ITS BEST' contact us now for more information and DEALER DEMONSTRATION PACKS.

Easyjunior software available for BBC + TORCH DISK PACK and Apricot

The network is spreading..

Every month more and more retailers countrywide are discovering Microstyle value and service. So contact us now and find out more about what you could gain from joining the Microstyle dealer network!

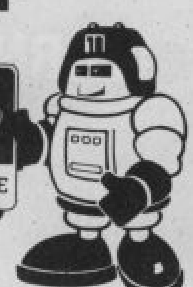
Microstyle
Central Purchasing
Turnpike Industrial Estate
Newbury, Berkshire



DEALER HOTLINE

Trade Enquiries Only

0635 – 35384



MicroStyle
THE HOME COMPUTER PEOPLE

Branches:

The Aylesbury Computer Centre
52 Friar's Sq., Aylesbury.
Telephone: Aylesbury (0296) 5124

The Bath Computer Centre
29 Belvedere, Lansdown Road, Bath.
Telephone: Bath (0225) 334659

The Newbury Computer Centre
47 Cheap Street, Newbury.
Telephone: Newbury (0635) 41929

ATARI 400/600/800 XL SOFTWARE

Why spend a fortune on software when you can hire all the very latest released games etc, at a most competitive rate? We have an all round selection of disks, cassettes and cartridges awaiting your Atari 400/800. Apply now and hire your first 4 games free. Well over 800 different original titles. For full details send stamped addressed envelope or telephone 0783 286351 evenings 7pm-10pm or weekends.

★ Blank Disks £16.50 per box of 10 ★
16K Ram boards (ex-upgrades £16 each)

Encounter at £9.95 (tape) and £11.95 (disk)

P&P is free
Antic & Analogue magazines available

**GAMES & SOFTWARE CLUB
35 Tilbury Road, Thorney Close
Sunderland SR3 4PB**

THE SOFTWARE LENDING AND EXCHANGE LIBRARY

SPECTRUM, COMMODORE 64, DRAGON, VIC 20, BBC & ZX81

YES! *We have programs for your computer*
We hire programs from 50p (ZX81). Two weeks

£5.00 LIFE MEMBERSHIP (less than the cost of a single game) brings you our membership kit, including hire listings, software exchange catalogue and introductory letter.
We now have OVER 300 HIRE TITLES, and 500 EXCHANGE TITLES, with large Spectrum and Commodore sections.
All mail dealt with on a daily basis and OVERSEAS MEMBERS VERY WELCOME.
New software discounted to our members at impressive rates
Send cheque/PO for £5.00 to

**The Software Lending Library
PO Box 3, Castleford
West Yorkshire
WF10 1UX**

Stating name, address and computer type.
FORGET THE REST AND JOIN THE BEST!! CG10

PROGRAMMERS WANTED

Original games and educational software required for most makes of home computer. Outright purchase or royalties considered. Strict professional ethics adhered to. Send your programme on cassette to:

Knight Products (UK) Ltd, 71 Colne Road, Earby Via Colne, Lancs BB8 6XL. CG12

EXPRESS JOYSTICK REPAIRS

Joysticks repaired and returned within 24 hours. e.g. Atari, Vic, Quickshot, Triga Command etc. Send joystick and **£2.95 + 50p** postage. Reconditioned joysticks for sale **£4.95** each.

ATARI/COMMODORE SPARES

Strong replacement joystick handle inserts at **£2.50** pair Atari; **£2.75** pair Commodore.
Joystick handle top fire button kit, includes insert and grip at **£2.95** each Atari or Commodore.
48K ram board for Atari 400 **£66.45.**

JOYSTICK FOR QL

Plugs straight into control port 1 or 2. No interface required. **£7.99** each or two for **£15.** Add **50p** p&p.

**COMPUTER SUPPLIES
146 CHURCH ROAD
BOSTON, LINCS PE21 0JX**

SPECIAL OFFER FOR ATARI

400/600/800 OWNERS

Hire your first 2 games FREE from our extensive range of software. Up to the minute releases available. Apply Now! We now have Atari hardware for sale at discount prices. Modems suitable for Atari Computers now for sale. For further details send s.a.e. to:

**CHARNWOOD GAMES
27, WARWICK AVENUE
QUORN, LOUGHBOROUGH
LEICESTERSHIRE
TEL: 0509 412604** CG219

BLANK CASSETTES

Guaranteed top quality computer/audio cassettes at great budget prices.
Packed in boxes of 10 with labels, inlay cards and library case.
Prices include VAT, post and packing.

☐(C5)£4.35 ☐(C10)£4.40
☐(C12)£4.45 ☐(C15)£4.50
☐(C30)£4.70 ☐(C5.)£5.30
☐(C90)£7.00

BASF FLOPPY DISCS

Prices of boxes of 10
☐5¼ Single side/Single density £19.55
☐5¼ Double side/Double density £21.85
☐5¼ Double side/Quad density £28.75

DISC DRIVES

Include Manual, Leads, Utilities Disc
☐TEAC 55A 40 tracks — £139 each
☐TEAC 55F 40/80 switchable D.S. — £209 each

Indicate quantity of each product required in boxes. **Free delivery UK only.**
Cheque/P.O. enclosed for £________
NAME ....
ADDRESS ....
....

PROFESSIONAL MAGNETICS LTD

Cassette House, 329 Hunslet Road, Leeds LS10 3YY
FREEPOST Tel. (0532) 706066 CVG2

TI99/4A

STAINLESS SOFTWARE has a large catalogue of good quality programs for the TI99/4A, with over 80 programs! For a copy, please send a large SAE to:

Dept CVG, 10 Alstone Road, STOCKPORT, Cheshire, SK4 5AH. (Mail Order Only)

ATARI COMPUTER OWNERS

Make the most of your Atari 400/600/800 by hiring from our Software Library. We offer a wide selection of the many games and adventures on the market for your computer.

For full details send a S.A.E. to: **Star Hire, P.O. Box 48, Bracknell, Berks. RG12 4WD.** CG69

CARTRIDGE CITY

Simply the best cartridge rental service for Atari Computers.

Full information pack from

**CARTRIDGE CITY
25 Gaitside Drive,
Aberdeen, AB1 7BH.
Tel. (0224) 37348**

---

199 • TI99/4A SOFTWARE • 299

GUARANTEED * IMMEDIATE DELIVERY * HIGH QUALITY

Title	Price
CYBOR ATTACK	† 1.99
MAGGOT MUNCH	† 1.99
NUCLEAR PODS	† 1.99
HOT WELLY	† 1.99
BASHA-BUS	† 1.99
CASINO	† 1.99
RI-SKI	† 1.99
MINI-KONG	†† 2.99
TORPEDO	†† 2.99
HOP-IT	†† 2.99

SEND LARGE S.A.E. FOR FREE CATALOGUE

Cheques or Postal Orders to:
**MICROBYTE SOFTWARE
11 ST MARYS AVENUE,
PURLEY, READING,
BERKSHIRE RG8 8BJ**
Orders under £5 – add 25p P&P
† *BASIC* †† *EXTENDED BASIC*

COMPUTER DUST COVERS

Best quality, soft PVC with bound and sewn seams — custom fit for handsome appearance. Ideal present. BBC, ATARI, DRAGON etc — £3.95. ELECTRON, VIC 20/CBM 64, LINX, TI etc — £3.75. Covers available for most computers and peripherals. Send s.a.e. or ring for your particular requirements. The Computer Home Service, 40 Barr Hill Avenue, Patcham, Brighton BN1 8US. Tel: 0273 503968

MICRO ADS

TI99/4A HOME COMPUTER NATIONWIDE USERS CONVENTION

Saturday 3rd November 11am-5pm

The Ritz, Whitworth Street West, Manchester

Extensive range of hardware, software and books, demonstrators, see what's new, informal talk. Members of TI99/4A exchange — the UK nationwide user group will be there to help you make the most of your computer. Refreshments, bar, easy access rail and bus stations. Organised by TI99/4A Exchange, 40 Barr Hill Avenue, Patcham, Brighton BN1 8US. (Tel: 0273 503968) Why not receive our 60 page quarterly magazine — only £6 p.a.)

ATARI
ALL MODELS

ATARI ADVENTURES stuck, frustrated. With all the witches, dragons, wizards and magic spells against you. No wonder. Its time you had a little magic help on your side. **THE HELPER** gives it to you, designed by an Adventurer for Adventurers.
THE HELPER will list the program your stuck on to screen and allow you to search line by line looking for clues, in fact its an extra adventure all by itself.
THE HELPER is supplied on a T.D.K. cassette. £10 post free. Get a little HELP from your friends at Supersoft. Send for **THE HELPER** NOW!

Rush £10 — mail order only

SUPERSOFT
15 Woodbrooke Road, Birmingham B30 1UE

HELP!!

Programmers of all types of home computers.

We urgently need games and adventures of any orginal concept, unfinished games also accepted for review.

Are you a competent programmer, but stuck for ideas? Can you help us complete unfinished games, or convert existing games to run on your compter? Royalties or weekly payments paid.

For further details: – Tel (0282) 844242 ask for ALAN. Or write to: –

HAWKSOFT
Sough Bridge Mill, Colne Road, Kelbrook, nr. Colne, Lancs.

"NAME FOR A GAME COMPETITION"
We need a "Name" or a "CONCEPT" for a series of 10 different adventure games.
The winners will each receive a set of the 10 adventure games.
Entries to: HAWKSOFT, at above address.

SOFTWARE
BEST FROM THE U.S. FOR THE COMMODORE 64

Zaxxon	£8.95
Blue Max	£8.95
Spitfire Ace	£8.95
Beach Head	£8.95
Forbidden Forest	£8.05
Astrochase	£8.05
Caverns of Khafka	£8.05

For full lists please send S.A.E. to:-

LOADE ENTERPRISES,
c/o Ensemble, 35 Upper Bar, Newport, Shropshire TF10 7H
Tel. (0952) 813667 or 814292.

TI99/4A USA SOFTWARE

Winging It — Flight simulation. Fly a plane in this excellently visualised simulator. Ground map and weather indicator. Chart your progress on a randomised earth simulacrum. Once flying three games test your skill. TI Basic £6.95 inc P&P.
Treasure Trap — graphic adventure game. Break into the builders planetoid and explore myraid rooms in your quest for hi-tech treasure. A different adventure each time you play. TI Basic £5.95 inc P&P.
Agent 000 — Text adventure. Explore Atlantis and a black hole with Agent 000. Enemies are everywhere. What is the secret mission? Extended Basic £6.95 inc P&P.

S.A.E. for catalogue
MIND GAMES, 7 OAKWOOD DRIVE, PRESTBURY, CHESHIRE SKI10 4HG

UTILITY 64

This new program is an invaluable aid to the Commodore 64! Menu driven with a program manual included. One of the main features of Utility 64 enables you to load binary files (programs) and allows the user to resave binary files. Send cheque/P.O. for £6.50 to:

RAMEX SERVICES
PO Box 3, Castleford
West Yorks WF10 1UX.

MIDLAND GAMES LIBRARY

We now have EVERY cassette, disc, ROM worthy of inclusion released in the United Kingdom for the ATARI 400/600/800 range. OVER 750 original programs for hire. Write for details with sae to:

MGL
48 Read Way, Bishops Cleeve
Cheltenham, Glos.
Tel: (0242-67) 4960 6pm-9pm CG313

ATARI UTILITIES

AUTOMENU—Automatically lists every file on disc (Basic or binary) and will run them at the press of a button.
HOWSEN DOS—A new disc file management system — 7 functions inc. tape to disc (single/double), disc to tape, disc to disc, tape to tape.
DISK DOKTOR—With this utility you can examine and alter the contents of any Atari disk — £19.95
TAPE INSPECTOR—With this utility you can examine and alter the contents of any Atari tape — £12.95.
Also KT4—£9.95; DD2—£15.95; KK—£24.95.
For full details of this range of tape/disc/cartridge utilities send large sae to:

AWG
145 Bankside, West Houghton, Bolton, Lancs

ATARI GAMES
p&p included

		cass	disk
BRUCE LEE	32K	12.80	12.80
DALLAS QUEST	32K	N/A	12.80
DENNIS DRINKING GLASS	48K	5.00	N/A
WARLOCK	48K	12.80	N/A
ATTACK MUTANT CAMELS	16K	6.50	N/A
SLINKY	16K	8.00	N/A
DAN STRIKES BACK	16K	8.80	N/A
STRANDED	32K	8.80	N/A
JAVA JIM	32K	8.80	N/A
COLONY 7	16K	8.80	N/A
JET BOOT JACK	32K	8.80	N/A
ENCOUNTER	16K-32K	8.80	11.75
SOLO FLIGHT	48K	12.80	12.80
PENGON	16K	6.90	N/A
MR DIG	32K	6.90	N/A
HOVER BOVVER	32K	6.90	N/A
LEVEL 9 ADVENTURES ALL		8.80	N/A
CAVERNS OF KAFKA	16K	8.00	N/A

ALSO COMING SOON BEACH HEAD
MIDNIGHT MAGIC COMPUTING
If you don't see your game ring 01-359 7217 between 5-9.30pm

Cheques & P.Os to:-
J SOSTA
141 PLIMSOLL ROAD
HIGHBURY
LONDON N4 2ED

ALL GAMES TRIED AND TESTED

BLANK DISKS SPECIAL OFFER

3M 5¼" single sided/double density.
Supplied in boxes of 10.
Prices include VAT

1-9 boxes	£16.95
10-20 boxes	£15.95

FREE FAST DELIVERY
Please send cheques/P.O.'s
SJB DISK SUPPLIES
11 OUNDLE DRIVE, NOTTINGHAM NG8 1BN

DJB Software
ATARI 400-600-800 RENTAL CLUB

Be one of the first to try out the very latest releases. For the most comprehensive selection of the best and most popular games available on cassette and cartridge. Constantly updated.

Send a large SAE for details to:

D.J.B. SOFTWARE (Dept C.V.G.),
59 WOODLAND AVE, HOVE, SUSSEX.
TEL: (0273) 502143. CG36

VIC 20/CBM 64 SOFTWARE HIRE

Free Membership, Top Titles from 50p per week. Two first class stamps for your hirekit to VSH (CV), 242 Ransom Road, Mapperley, Nottingham. Please state which machine.

HOME ENTERTAINMENTS
SPECTRUM SOFTWARE — Presents 2 great games!

WORLD CUP 86 (48K) £3.50
A complete simulation of the World Cup, including qualifying stages, full tables and results. Pick your own England squad and guide them through to the Finals in Mexico and win the World Cup. It's not so easy.
STRATEGY 8 £3.50
A great new strategy board gane for 2 players. Chess players and logical thinkers will love it.
Or why not join the **HOME ENTERTAINMENTS TAPE EXCHANGE CLUB?**

- Once only Membership Fee — £6.
- Over 100 top-selling titles (many more to be added shortly!
- Free program of your choice upon joining.
- Exchange as many tapes as you like at £1 per swap.

Cheques/P.O.s to:
HOME ENTERTAINMENTS
6 Hampton Road, Blackpool FY4 DJB

SOFTWARE AT DISCOUNT PRICES

ATARI 600-800-2600*—BBC—
COLECOVISION*—COMMODORE VIC 20 +64—ORIC—ELECTRON—SPECTRUM
*Sale OR rent from 20p/day
Send s.a.e. 9×4 for free list
Please state micro
MODELMAKERS
4 Market Parade
Hazlemere, High Wycombe
Bucks HP15 7LQ
Tel: High Wycombe 711711

VISA

FREE SOFTWARE

BUT HOW? You've got friends with computers. Show them our huge discount games lists. They like to save money, and you earn some too. That's all and it doesn't cost you a thing. Interested — Yes — More details please:—
TECHNIPLAY SOFTWARE
Dornoch Drive, Hull HU8 8JL
Tel: 0482 712958

WARNING!

IT IS ILLEGAL TO DUPLICATE & SELL COPYRIGHTED SOFTWARE.

SORD-CGL M5 Enhance your programmes, run large ones with Editor — Assembler Cartridge £49.95. Basic-G Games: Planet Hoppers, Boxman, Colditz, Interstellar, Intrigue, Mancala, GQ, Asteroids. Take 5 £7.95 each. Special S/W tools. Micro Xzec, Walton House, Richmond Hill, Bournemouth, Dorset. (0202) 21220.

SPECTRUM 48K interface 1, M/Drive (3) ZX Printer and paper, cassette recorder, £40 of software, joystick interface. Excellent condition £240 ono. Phone 0294 63236. Evenings.

TI99/4A COMPUTER, Joysticks, Instruction books and Tape. 4 games on cassette, cassette cable, 2 program books. £50. Also Texas computer cassette recorder with double cassette cable. £25 Emsworth 6462 pm only. Customer collects.

48K SPECTRUM (boxed), Kempston Joystick, Sharp Cassette Recorder, Sound Amplifier, 37 software cassettes plus magazine. Would normally cost £450. Sell for £195 ono or will split. Write to Richard, 46 Springfield Avenue, Millhouses, Sheffield, S72GA.

BACK ISSUES: Most 1983/4 enter draw for every one bought!! Also modem (BBC) £60 with software, lead, mags. Tel: 01-980 1934 (Mnet 919991862).

CBM 64 plus C2N cassette deck, Tac-2 joystick, dustcover, magazines ie C&VG, Commodore User and 3 games; Hunchback Revenge, Moonbuggy. All worth £350 selling for £240 ono. Phone 061 434 1520.

VIC 20 C2N recorder 32K switchable Ram. 50 software titles (Piratecove, Ratrace, Chess, Jupiter Lander etc). Programmers Reference Guide plus other books joystick £170 ono. Telephone Oxford (0865) 55320 after 4pm.

VIC 20 Starter Pack plus 16K, C2N recorder and 6 cartridge games and 16 other cassette programs. All in excellent condition worth £330 sell for £150. Tel: Bath 331649.

FOR SALE: Cheetah 32K rampack for Sinclair ZX Spectrum. Still in box. Rear edge connector. Price £30 ono. Phone 041 946 9569 after 5pm.

VIC 20 plus 16K ram, tape recorder, joystick, books, games only £140 also Atari VCS, joysticks, paddles, 9 cartridges including Decathlon, Frogger only £80 write J. Smith, 175 Norham Avenue, South Shields.

VIC 20 16K C2N recorder over 30 games, 3 cartridge games, Introduction to Basic Part 1, Super Expander, Quickshot joystick and manuals. Worth over £400. Sell for £200 ono. Contact Simon at 01-733 7210.

PINBALL MACHINE fully working genuine arcade game £75 delivery can be arranged. (this machine will fit inside a hatchback when disassembled) Ring 01-518 1047 BEWARE OF THE ANSWER PHONE.

FOR SALE Spectrum software, 115 games to choose from. Send a large s.a.e. to N. Blow, 47 Oakwood Road, Bricket Wood, St Albank, Herts (latest titles Frank. N Stein, Monty Mole Etc.)

ATARI YCS 27 games including Pitfall 2, Space Shuttle, Dig Dug, Hero. Also Supercharger unit with 7 cassettes Mindmaster, Dragon, Stomper etc. £125. All in original boxes. Tel: 390 3201 Winston.

COMMODORE 64 software to swap or sell. Tapes and discs of English and American games. Phone 7173736 and ask for Dave. Anytime after 5.00pm.

SPECTRUM SOFTWARE for sale. Hurg £6, Space Shuttle £4, World Cup £3, Jet Set Willy £2. Various other titles £2 each. Telephone (0244) 21767 after 4pm and ask for Alan.

16K VIC 20 adventures. Amazonian Quest, Haunted House, Swordquest and Spy Story. All include save game. £5 each. Special Xmas offer buy one and get one free!! T Runeckles, 2 Warners Ave, Hoddesdon, Herts.

SPECTRUM PROGRAMS (all originals), Doomsday Castle, Ship of Doom, Zip-Zap, Blue Thunder £3.50 each or £6 for two. All for £11.50. Phone Worcester (0405) 54830.

ZX81 16K ram with manuals, magazines, books and software including ZX-Forth, Super Scramble, Football Manager, Vu-Calc, Froggy and 5 adventures. Plus many more. Only £35. Phone Ruthin (08242) 3360.

ATARI 400/800/XL software to sell or swap. Roms £4 cassettes £3. Please Tel (01) 237 4351 for Tony.

TI99/4A HOME computer for sale + invader and soccer cartridges. 9 months old. Good condition £55 ono. Tel: Bristol (0272) 508695.

ATARI 800XL and disk drive + Cassette Drive + Graphic Tablet + Joystick + 100 pieces of software and games + manuals etc. £370. Phone Burnham 62545.

VIC 20. 16K ram pack. Over 20 games. Starter tapes. Programming guide. Various reference books. £100. Telephone Eastbourne (0323) 29885.

SHARPS SHZ700 still in box also Data Recorder in box plus books games cover, Mint condition £200 ono. Tel: 051 256 0697.

WILL SWAP 48K Spectrum Interface and joystick, ZX printer + £200 worth of software for Commodore 64, cassette deck + games. Can meet anywhere in Merseyside. Ring 051 226 3078 ask for Jason.

£1.99 GAMES for unexpanded TI99/4A and Spectrum games include Starzone, Fighter, Laxer Cycle and the fantasy gunman. Send SAE to Warpsoft 17 Cobham Road, Walthamstow E17 London 4ED.

COMMODORE 64. Who want to swap their Commodore for two computers still under guarantee. A Dragon 32 and an Oric Atmos plus tap recorder, joystick and software. Tel: Andrew on 750 952.

VIC 20 software, for sale. Cartridges:— Avenger, Star Battle, Sargon (II), £5 each. Tapes:— Asteroids, Lazer Zone, Matrix, Kong, Arcadia, 3D Time, Trek, Skramble, £2.50 each. Also S.Expander £10, Prog. ref £3. Introduction to Basic £3. Tel: (0460) 73509 after 4.30pm.

SHARP MZ-80K game. Temple of Henry The MOrbid. 50th customer receives game free. Great offer:— £3.50 David Woof, 18 Bolton Avenue, Huncoat, Accrington, Lancashire BB5 6HN. Cash only.

VCI 20 for sale with Choplifter the best game around for the Vic said by C&VG's and also a Jelly Monsters cartridge by Commodore also a Quickshot. All for £60. Tel: 01-472 5002.

ZX81, 16K ram, over £60 software, Spectrum stylekeyboard and books: worth over £90 want £65 ono. Tel: 061 226 3164

SHARP MZ80K Integral monitor and cassette deck plus issues. User notes plus three techniques books plus new manual; nine games; speed basic; home finance; music composer; value £500 accept £300 ono. Phone Ware (0920) 821003 after 6pm.

2 QUICKSHOT II joysticks with TI Dual Adaptor for Atari/Commodore joysticks. Whole lot for £15 or sell £6 each. 7 TI cartridges and Ex bas, Tel for details, Norwich (0603) 615599.

ATARI 600XL 1010 recorder Quickshot Ii joystick £80 worth of original software books manuals and leads still under guarantee. Only £175. Tel: 051 526 3260.

ATARI 2600 UCS for sale. One year old complete with nine games paddles, games cases cost £206 new will accept £100. Cash no offers. Phone Maidstone 0622 677640 ask for Mike.

48K SPECTRUM with cassette recorder, D K Tronics keyboard, Kempston joystick interface with Quickshot II joystick, £70 worth of mags + lots of software. Worth £350. Sell for £250 or swap for Commodore 64 + 1541 disk drive. Tel: (0297) 20045.

TO ADVERTISE IN C&VG MICROADS

TEL: 01-251 6222

TERMS AND CONDITIONS

1. Trade advertisers will appear in the MicroAds section, private advertisers in the Microsell Section.
2. All free MicroSell ads are subject to space availability
3. The Publishers reserve the right to refuse an advertisement.

C&VG, MICROSELL COUPON

ONLY £1.00

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30

PLEASE PRINT IN BLOCK CAPITALS

Minimum number of words is 15, maximum 40 (continue on a separate sheet where necessary).

TOTAL number of words for ALL insertions ....
(i.e. 15 words per advertisement to appear in two months = 30 words in total)

COST: **MicroSell** (Private) £1.00 — **MicroAds** (Trade) 40p per word, 50p per additional bold word

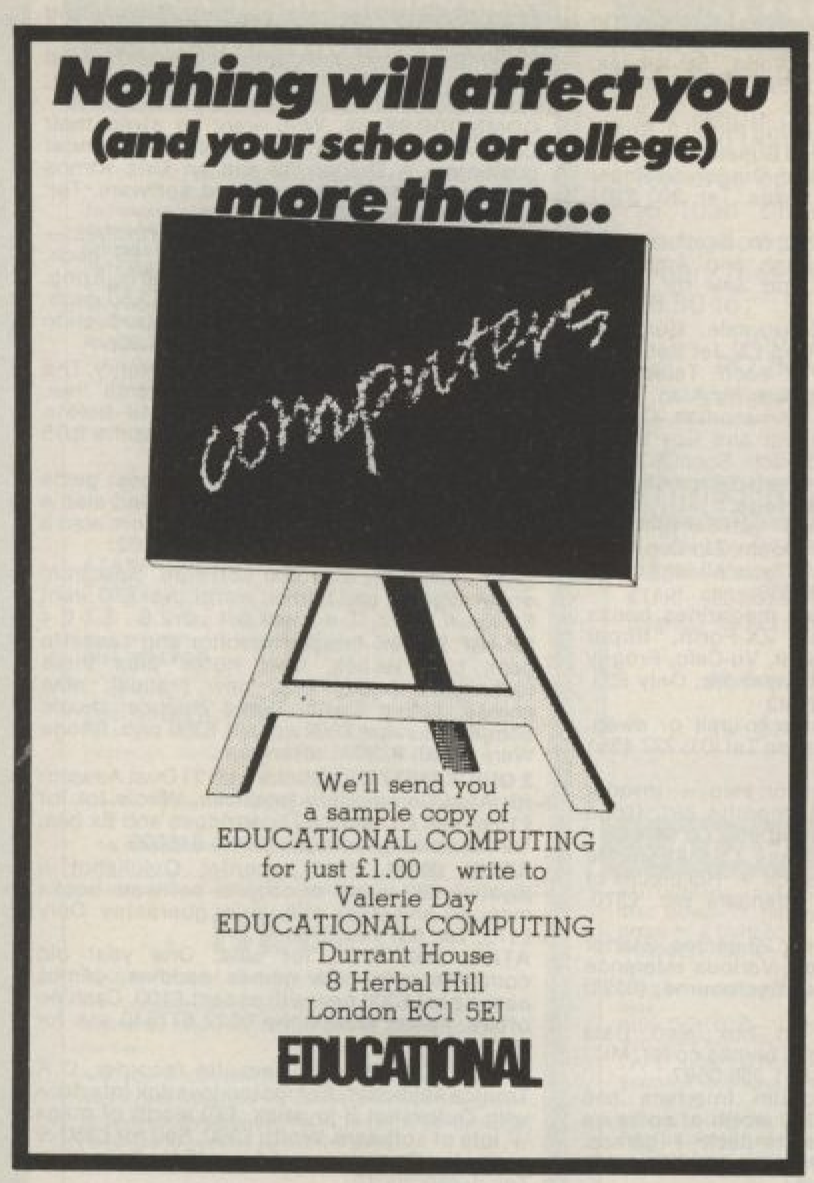
I enclose a cheque/P.O. for £ .... made payable to Computer & Video Games.

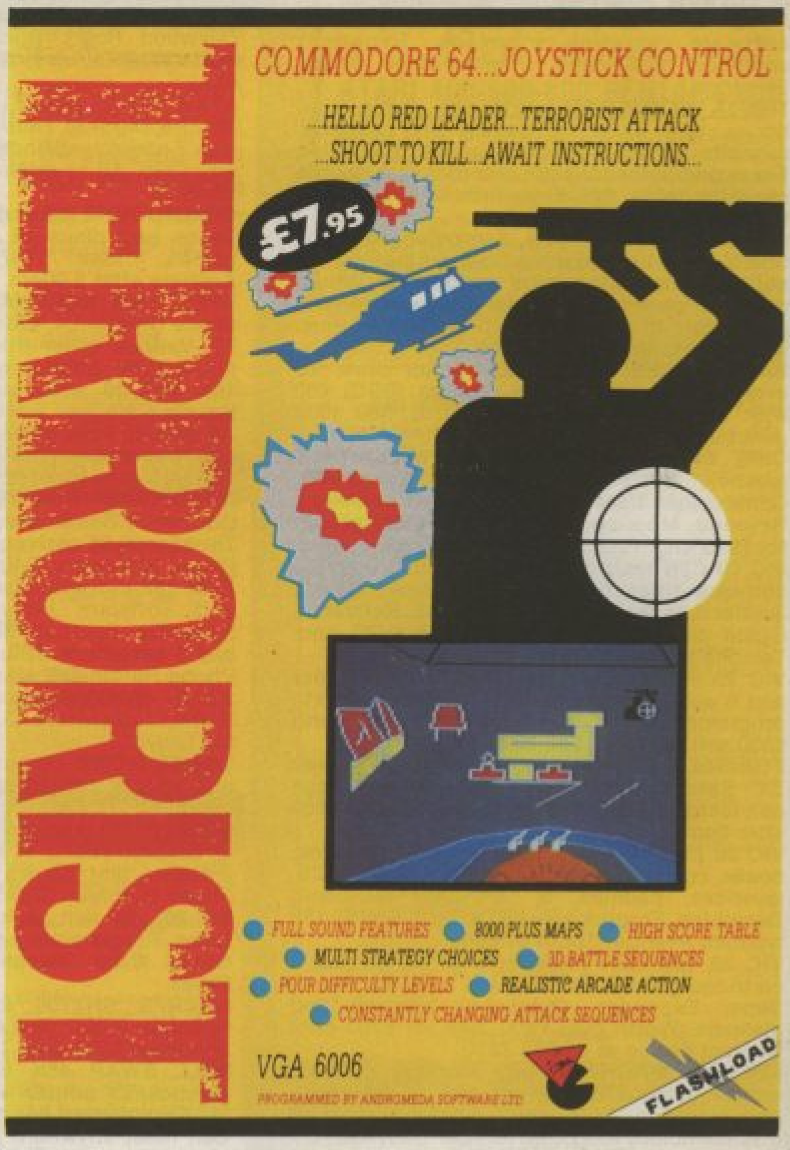
Name ....

Address ....

....

POST TO: **AD. DEPT, C&VG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU**

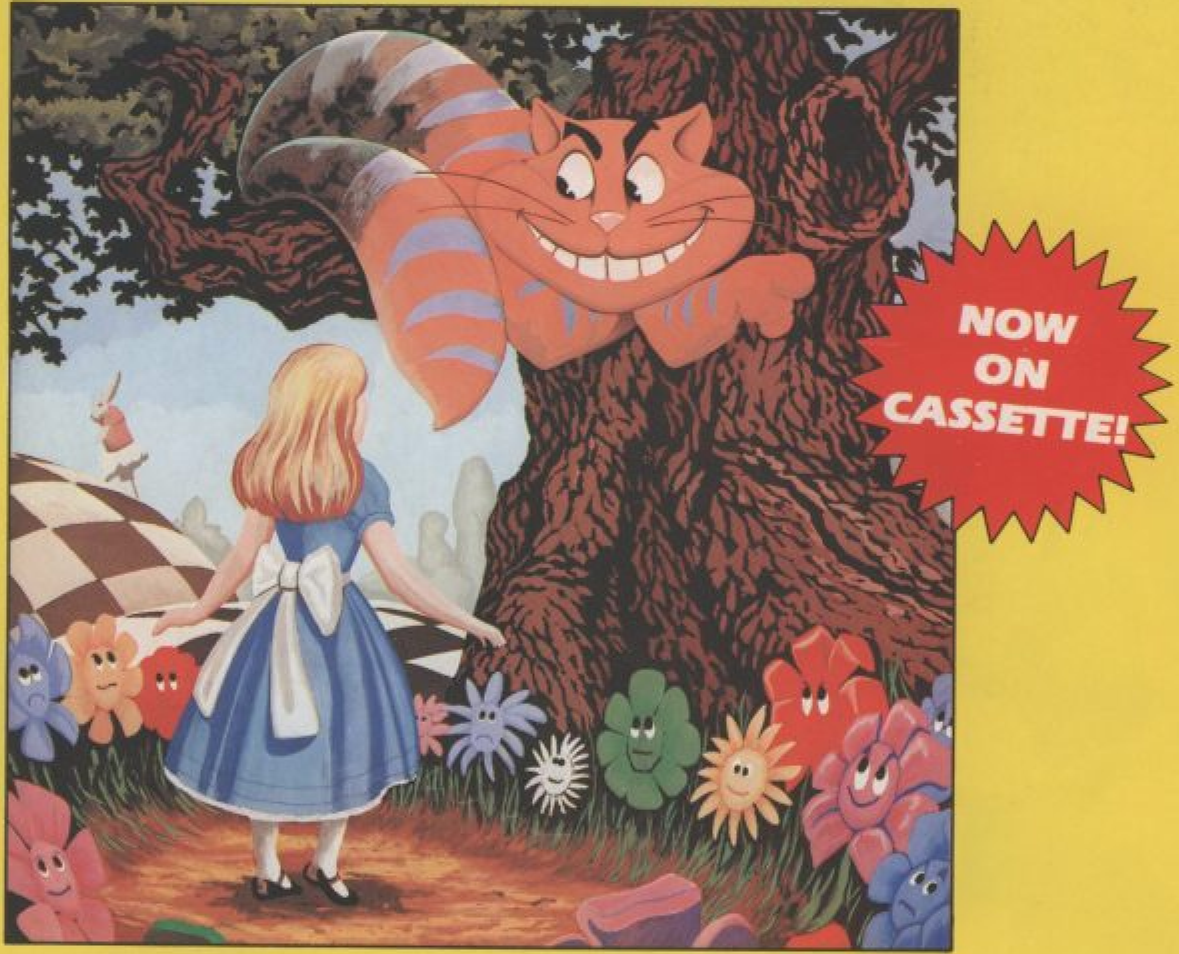




ADVERTISEMENT INDEX

commodore 64

Alice IN VIDEOLAND



PURE MAGIC!

Join Alice in her journey through Videoland - an enchanted place populated by strange creatures such as bread-and-butterflies and pipe smoking caterpillars; where little girls change size and flamingos turn into croquet mallets!

Alice in Videoland is a revolutionary new concept in entertainment for the Commodore 64, incorporating some of the finest graphics ever seen on any home computer, accompanied by a charming musical score. There are four different game scenes involved, and your performance in earlier ones will affect your ability to get through later ones and determine your eventual total score.

Scene One - Stunning title page graphics give way to the first game scene as Alice falls into the rabbit's warren. Score points for collecting the objects to be found there - including keys to open doors, bottles to make her smaller, cakes to make her bigger!

Scene Two - Out in the garden the Cheshire cat looks on as Alice meets the pipe-smoking caterpillar. Help her to catch the bread-and-butterflies and the rocking-horse flies that change into the balls used in the croquet game in the last scene!

Scene Three - Alice is a pawn in the chess game where her opponents are the Jabberwocky and Tweedledum and Tweedledee. Help her across the board by protecting her with your White Knights!

Scene Four -The most bizarre croquet game ever! Help Alice hit the balls through the playing-card-soldier hoops before the Queen of Hearts stomps on them!

Alice in Videoland is available for the Commodore 64 on disk - £12.95, and now on cassette - £8.95.

Alice in Videoland features graphics created with the Koala Pad.

Audiogenic LTD

P.O. BOX 88, READING, BERKS.

SEND FOR **FREE** COLOUR CATALOGUE!